

S.C.A
A.S. IX



7/25 - 8/10
2025



PENNISIA LII

TABLE OF CONTENTS

Overall Schedule of Events.....	3	Water for the Battlefield	48
Royal Welcomes/From the Mayor.....	4-5	Siege Combat	49
Pennsic History—Origin of Pennsic.....	5	Rapier/Fencing Combat.....	51
Royalty in Attendance	6	Thrown Weapons	53-54
Pennsic 52 Staff	7-9	Target Archery	54-57
SITE RULES AND POLICIES.....	10-25	Youth Armored & Rapier Combat	58
Pennsic 52 Medallion Design	24	Armored Steel Combat.....	60
Site Exit Rules	25	Pavilions on the Battlefield	60
Pennsic Mentorship Program/About the Cover Art.....	26	Pennsic History—Runestones/Fort/War Horn	61
ZONING & PLANNING /For Land Agents.....	27	War Points Overview	62
EVENT RESOURCES		War Points Scenarios	63-74
Registration Point (Check-In).....	28	Pennsic History—Midnight Madness.....	75
Newcomers’ Point	28	War Points Scenario Diagrams	76-77
Accessibility Assistance.....	29	CULTURAL AFFAIRS.....	78
Bus Tracker/Heralds’ Point.....	30	Family Point & Family Activities Schedule	78-81
Find Where a Group is Camping.....	30	Middle Eastern Arts/Medieval Games.....	82
EVENT SAFETY	31	Arts & Sciences Display.....	83
The Watch	31	European Dance.....	84
First Aid/EMS	32	Performing Arts Schedule.....	85
Filtered Water Stations.....	32	Paladin’s Pantry/Pennsic History—Did You Know?	86
Traffic & Parking Enforcement	33	Known World Choirs	87
INFORMATION SERVICES/TOWN HALL		Recorder Ensemble & Youth Instrumental Consort.....	87
Information Point/Town Criers	33	Pennsic University	89
Lost & Found	34	Daily Grids of Classes	90
Pennsic History—What are Peace & War Weeks?	34	Class Descriptions	130
MARTIAL ACTIVITIES		MAPS	
Battlefield Schedule.....	35-41	Battlefield Map.....	62
C.A.W.S.....	41	Performing Arts Rehearsal & Classroom Tent (PARC)	87
Marshalling Conventions	42	Pennsic University & Tech Services	88
Armored Combat.....	43	Bog U Map	88
Combat Archery	46	Campground Map.....	foldout at back of the book

BULLYING POLICY

THE SCA PROHIBITS HARASSMENT AND BULLYING OF ALL INDIVIDUALS AND GROUPS. Participants engaging in this behavior are subject to appropriate sanctions. If you are subject to harassment, bullying, or retaliation, or if you become aware of anyone being harassed or bullied, contact a seneschal, the President of the SCA, or your Kingdom’s Board Ombudsman. **While at Pennsic, you may also inform the Watch or the seneschal on duty.**

Statement of Ownership: This is the Event Guide for Pennsic War 52, an annual event sponsored by the Kingdoms of the East, Middle, and Æthelmearc of the Society for Creative Anachronism, Inc. It is available from the editor, Marla Lecin, publications@pennsicwar.org. The Event Guide contains the specific rules and policies for Pennsic War 52. It is not a Corporate publication of the Society for Creative Anachronism Inc., and does not delineate SCA policies. Copyright 2025, Society for Creative Anachronism, Inc.

The information contained in this publication can also be found on the Pennsic War website, www.pennsicwar.org. Class and activity schedules are on thing.pennsicwar.org. The information on those websites (including the Site Rules) are to be considered the most current and up-to-date. Please respect the legal rights of our contributors. For information on reprinting artwork from this publication, contact the editor, who will assist you in contacting the original creator of the piece.

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THIS EVENT GUIDE IS AVAILABLE ON THE PENNISICWAR.ORG WEBSITE, AND MAY BE REPRINTED.



EVENT
GUIDE

OVERALL SCHEDULE OF EVENTS

MONDAY, JULY 28

11am Newcomers' Walking Tour (Tent 6)
9pm Open Dancing (Dance Tent)

TUESDAY, JULY 29

9pm Open Dancing (Dance Tent)

WEDNESDAY, JULY 30

11am Kids' Garb Swap Meet (Family Pt)
1pm Pennsic Mentor Pgm Info (Tent 13)
3pm SCA Signers Meetup (Tent 13)
9pm Open Dancing (Dance Tent)
7pm Teen Meet & Greet (Teen Lounge)

THURSDAY, JULY 31

12:30pm Bog Barter (Bog U)
9pm Open Dancing (Dance Tent)

FRIDAY, AUGUST 1

9pm Early Bird Ball (Dance Tent)
1pm Siege Inspection

SATURDAY, AUGUST 2

7am Fun Run & Half Marathon (First Aid Point)
10am KW Novice Tourney (Blue List)
1pm Siege Inspection
2pm Crown Moot (Mid. Royal W01)
7pm Opening Ceremonies (Fort)
9pm Red & Gold Ball (Dance Tent)

SUNDAY, AUGUST 3

9am Head-to-Head Archery Shoot
10am Champions' Day War Points
10am KW Order of the Mark Mixer (Æ Royal N04)
12pm KW Baronial Archery Champs
1pm Arts & Sciences Displays (Gt Hall)
1pm Siege Inspection
2pm Runestone Hill Bardic Circle
3pm Intercollegiate TW Tourney
4pm Enchanted Picnic (Dance Tent)
6pm 2nd-Gen SCA Mixer (Æ Royal N04)
6pm KW Heralds' Meet & Greet (HrldPt)
6pm Helgabal (Battlefield West)
8pm Beginners' Ball (Dance Tent)

JULY 25 - AUGUST 10, 2025

MONDAY, AUGUST 4

8:30am A & S War Point (Great Hall)
10am Intercollegiate Rapier Tourney
10am Armored Bridge Battles
1pm Rapier Castle Battle
1pm Scribal Tea (Scribal 1)
1pm Intercollegiate Armored Tourney
1pm Kids' Garb Swap Meet (Family Pt)
3pm Armored 10-person Round Robin
5pm KW Foresters Guild Meet & Greet (Bog U)
7pm State Dinner (Mid. Royal W01)
8pm Mark Meet & Greet (Tent 12)
8pm Æthelmearc Party (Æ Royal N04)
8pm Ansteorra Bardic Circle (N06)
9pm Italian Revel (Dance Tent)

TUESDAY, AUGUST 5

9:30am Intercollegiate A&S Comp. (Great Hall)
9am Archery Champions Shoot
10am KW Baronial Thrown Weapons Champions Tourney

11am Woods Battle

12pm Barter Town (Great Hall)
12:30pm KW Baronial Youth Champs
2pm Rapier Woods Battle
3pm KW Harp Celebration (PA Tent)
6pm East Kingdom Court (E06)
6pm Outlands Court (East Btlfld Tent)
6pm Æthelmearc Court (Great Hall)
6:30pm Newcomers' Gathering (Midrealm Royal W01)
9pm Open Dancing (Dance Tent)
9pm Blue Feather Ball (Great Hall)
9:30pm West Kingdom Party (W03-2)

WEDNESDAY, AUGUST 6

9am KW Baronial Armored Champs
10am Children's Fete (Great Hall)
10am Combat Archery/Siege
12pm Intercollegiate Archery Tourney
1pm Rapier 5-Sword Melee
1pm Consorts' Tea (EK Royal E06)
2pm Lost & Found Auction (Great Hall)
2pm Children's Water Battle (Fort)
2pm Pennsic Mentor Pgm Info (Tent 12)

4pm KW Equestrian Mtg (Æ Royal N04)
4pm Rose/Consort Happy Hour (Æ N04)
4pm Crow Party (Modern Games)
6pm Atlantian Court (Great Hall)
7pm Ansteorra Court (A Royal-N06)
9pm Grand Masked Ball (Dance Tent)
Evening - Midnight Madness

THURSDAY, AUGUST 7

8am Thrown Weapons Champions
10am All Ages Revel (Dance Tent)
10am Armored City Assault
12pm Youth Combat Castle Battle
1pm Rapier Conquest Battle
5pm Northshield Court (N Royal-E02)
6pm Calontir Court (C Royal-N05)
6pm Trimaris Court (T Royal-W17)
6pm Concert: Choirs, Recorder Ensemble & Youth Instrumental Consort (Perf Arts Tent)
7pm Midrealm Court (Great Hall)
8pm Calontir Kingdom Party (N05)
9pm Farewell Ball (Dance Tent)

FRIDAY, AUGUST 8

10am Armored Field Battle
1pm Rapier Field Battle
2-ish: Closing Ceremonies
8pm Known World Players present "Everyman" (Perf Arts Tent)

Populace Archery Shoots

Sun. 8/3—Fri. 8/8, 11am-5pm
(on Tues. 2-5pm, on Fri. 9-1pm)

Populace Thrown Weapons

Sun. 8/3—Wed. 8/6, 10am-4pm
Thurs. 8/7 1-4pm

WAR POINT EVENTS ARE IN BOLD

More events are listed in this Guide under each department.



THING

The most up-to-date list is at Thing.PennsicUniversity.org

ROYAL WELCOMES



It is with excitement that We, Wigthehn and Neassa, greet you to Pennsic 52.

As we enter the 60th year of the Society, we carry memories and stories of Pennsic past — some newly formed, others passed down through time. For some, this may be their 52nd Pennsic, for others their first, and for many, it will be one of the many years in between.

Though one thing we all experience is hearing and creating stories of the Pennsic War: tales of valor and prowess; learning, whether on the battlefield or at the University; teaching, of all manners of things; and of service, ensuring all might enjoy their time at Pennsic. These stories are rooted in moments lived personally or witnessed. Everyone that comes to Pennsic leaves with the same thing: tales, stories and memories uniquely their own to share.

We hope to hear at your fires, or in passing, memories of past Pennsic and stories of this Pennsic. We hope to see revelry and camaraderie, both on the fields of battle and in the halls of friendship. We look forward to witnessing many people helping others in creating joyful memories and good stories of this Pennsic that they will cherish and share at home and at Pennsic to come.

For it is the memories and stories we create today that call us back, to return to create and make new while telling stories of old. We are excited to be a part of this story with you.

Wigthehn II et Neassa II
Rex et Regina Medii Regni



Unto the good gentles of The Known World,

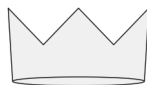
Steel your nerves, polish your armor, ready your banners and drums — war is upon us once again!

With boundless joy, the East Kingdom rallies to battle this year, ready to meet friends and foes alike on the sacred ground of our Society's beloved Pennsic War.

There is much to see and do at Pennsic, and we encourage you to explore as much of it as you can. For those who are planning to participate in any of the War Point activities, thank you for your contributions to the war effort! Before engaging in any of the various fields of combat, please take a moment to study the conventions for all of the ventures in which you plan to compete.

Be safe, stay hydrated, wear comfy shoes, but most importantly, enjoy the camaraderie that is the heart of this unique SCAdian experience. Good luck, happy hunting, and welcome home.

Ryouko'jin and Indrakshi
King and Queen of the Tyger Throne



"This year, the principals of the East and Middle Kingdoms have forged a bond of unity with each other and with our noble cousins, the mighty Atlantia and our glorious host Æthelmearc. We have pledged to shape the Pennsic War's structure, rules and events with the virtues of inclusivity and fairness in the spirit of noble competition. Our goal is to weave a tapestry of shared adventures and traditions that will stand as a testament to the enduring legacy of Pennsic."

The War Point alliances for this "Purple and Green" Pennsic will be the East and Middle Kingdoms fighting together, versus Atlantia with Æthelmearc.



Greetings,

On these hallowed grounds that so many of us call Home, we once again gather to test our skill on the battlefields, ranges, and Arts & Sciences forums. We come together as a Society to serve the Dream and create those moments of magic that will sustain us in the months (or years) we are apart.

We walk in the footsteps of those who came before us, remember those who are no longer with us, and show the path to those who are just finding us.

As Sovereigns of Sylvan Æthelmearc, We welcome you to Our home and ask that you each do one thing this War that helps the volunteer staff accomplish the Herculean task of running this event. Be it a shift at the Watch, time at Information Point, reminding your camp mates to hydrate, or simply reading and following the site rules, everything that each of us can do to make this Pennsic a safe and fun time for all helps our community.

In Service,
Murdoch and Ríoghnach
Rex et Regina, Æthelmearc

FROM THE MAYOR



Greetings Unto the Known World,

Banners have been gathered and preparations for War have been made. As we assemble at the hallowed grounds of Pennsic 52, we would like to express our excitement to see so many of you join us. This War will be a Purple War as the forces of Midrealm and the East have joined together to face a mighty alliance of kingdoms, led through the combined efforts of Atlantia and Æthelmarc.

Many great deeds await on fields of battle and display of arts and science. We look forward to seeing you in fellowship and in war. Help us raise up our heroes and celebrate each other so that our dream may yet live again.

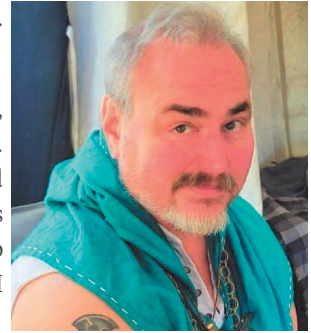
Yours in Service,

Abran and Anya

King and Queen of Atlantia

Greetings unto the attendees of Pennsic War 52. I have the honor of serving as your Mayor.

Though I've been involved in the SCA for 28 years, my Pennsic War journey started at Pennsic 27. There I fought for the Middle Kingdom and camped at Vlad's Pleasure Pavilions. For the next 25+ years I've volunteered in many different aspects to help give back to the SCA community that changed who I am as a human being.



Welcome

I've also worked hard to make Pennsic better; to serve the people I call family. I've set up the barn, marshaled on the battlefield, put up road signs, served in Land, served in Tech service, served in Information, served drinks, and done my best to help Pennsic into its next evolution in technology.

In those 25 years I've lost friends to cancer, illness, and stroke. Pennsic has also given me some of the greatest moments of my life. I've learned about my wife being pregnant with my son at Pennsic, made some of my best friends; 20 years ago I was Knighted on the battlefield of Pennsic, then ten years ago I was recognized as a Pelican, now I've been selected to be the Mayor. It seems every 10 years something major happens to me at Pennsic. Every Pennsic there is change, growth, and sadly, loss. In a dynamic universe, change is the only constant. Not all change is bad, nor is all change good; my hope for all of you is that you "Be the change you hope to see in the world."

Every year Pennsic runs on the kindness of volunteers. While we are grateful for all those who volunteer when they arrive at Pennsic, there is also a large group of people donating time many months in advance. With that knowledge, please be kind to all of those who serve Pennsic. Without them, our collective Pennsic experience would suffer.

The Pennsic War is unique and special. It is many things to many people. Most importantly, it has room for everyone. It is my hope you can all find a home, a family, a place of your own. I encourage you to find your people, find your family and cherish them, just as I did so many years ago.

Syr Gunther KegSlayer

Pennsic Mayor 52

THE ORIGIN OF THE PENNSIC WAR (?)

The story goes that in Anno Societatis VII (that is, 1972) Irial, the King of the Middle Kingdom, sent a challenge to the East Kingdom. His courier, Count Cariadoc of the Bow brought an arrow to the King of the East, Rakkurai, who accepted the challenge, broke the arrow and declared War. But, by the time arrangements were completed and the War was scheduled, Cariadoc had moved to the East and won Crown himself. The Midrealm won that first Pennsic, which has given rise to the joke that Cariadoc is "The King Who Declared War on Himself—and Lost!"

Duke Cariadoc still attends the Pennsic Wars, and has said that if requested, he will tell the true story at the evening Bardic circles held in the Enchanted Ground (his encampment). The *Pennsic Independent* newspaper reported that Cariadoc "won't put the real story in print, because [he] thinks that the unreliability of oral tradition is one of the more accurate depictions of medieval history in the SCA—and that's the way it ought to be."

ROYALTY IN ATTENDANCE



Jason & Margherita
Ansteorra



Sutton & Celeste
Atenveldt



Bjorn & Róisín
Caid



Emerick & Kolfinna
Calontir



Skio & Aelina
Northshield



Simon & Aria
Outlands



Dietrich & Anaya
Trimaris



Sigfrith & Sof'ia
West



PENNSIC 52 STAFF

Mayor Pennsic 52: Sir Gunther Kegslayer, KSCA, OP

Executive Assistant: Lady Marit Råse

Mayor Pennsic 53: Baron Oscar Goerjis Goriszoon, OP

Executive Assistant to Mayor 53: Duchess Rustique de Sorde

Emergency Mayor: Baron Manuel de la Rosa y Botella de Mirguela, OP

Exchequer: Baroness Rhiannon of Blaiddwen, OP

Archive Clerk: Countess Joleicia of Litchfield, OL

Royalty Liaison: Duchess Siobhán inghean uí Liatháin

War Herald: Magnifica Beatrice Domenici della Campana, OP

Deputy War Herald: jorundr hinn rotinn

YAMP/Pennsic Mentorship Program Coordinator: Baroness Nasira al Zarqa bint Ivar

Keg's Growler: Baron Ronan O'Gobhann, Tommaso Valeriano, OP

Cultural Affairs - Deputy Mayor: Baroness Katerina McGilledoroughe

Assistant Deputy Mayor: Baroness Safiya al-Nahdiyah

Arts & Sciences Display Coordinator: Baroness Adele Lochlane

Special Deputy for A&S Consultations: Abu-Duruz Ibrahim al-Rashid, Laureate

Dean of Performing Arts: Tanárnö Tyzes Sofia (called Zsof), OL

Assistant Dean: Brehyres Gwendolyn the Graceful

Technical Director: Lady Maire ni Sheaghdha

Assistant Technical Director: Lord Tomas Wormwood

House Manager: Lady Avelina del Dolce

Bardic Track Coordinator: Thorve Skald Rikardardottir

Music Track Coordinator: Ollamh Ruaidhri an Cù

Youth Track Coordinator: Edekyn O Fierhie

Middle Eastern Arts

Dance Coordinator: Baroness Kis Maria known as Mika, OL, OP

Middle Eastern Dance Assistant: Lady Jana de Foresta

Dean of European Dance: Lady Sonya Flicker (called Patches)

Assistant Dean: Lady Mirabella Walmesley

Pavillion Coordinator & Trailer Coordinator: Lord Richard de Troyes

Pavillion Coordinator: Lord Robert of Guildford

Music Coordinator: Master Albrecht Catsprey

Dean of the School of Games: Lord Aldred æt Aclum

Family Point Coordinator: Mestresse Leonete D'Angely

Teen University Deputy: Dame Elizabethe Alles

Family Evening Activities Coordinator: Lady Cecily Graham de Inveresk

Pennsic University

Chancellor: Baroness Ciara McRobbie, OP

Registrar: Baroness Gwynnyd of York, OP

Deputy Registrar: Mistress Angharad ferch Tangwystl

Volunteer Coordinator: Baroness Gina Dragoni

User Support: Mistress Artemisia Lacebrayder

Proofreaders: Baroness Catherine Aimée Le Moyne, Countess Alys Katharine, OL, OP

Thing 2 Lead Developer: Lord John Cholemodeley

Head Groundskeeper: Lord Charles Tetley

PENNSIC 52 STAFF

Event Resources - Deputy Mayor: Baron Tree of the Forest, OP

Registration - Head Tolner: Maistress Maggie O'Donnell, OP

First Deputy Tolner: Lady Blanche La Pucelle

Tolners: Mistress Alexandra of Clan Donald, OP; Grymm Oire; Elizabeth Le Clair,
Lucina of Southampton, Inga Fostra in Danska,

Accessibility Assistance - Department Head: Mistress Helewyse de Birkestad

Service Animal Liaison: Lady Drucilla Ayllyth

Newcomers' Point- Department Head: Lady Brit Taillyell

Newcomers' Class Coordinator: Lady Cillene O'Caollaidhe

Morale Officers: Baroness Analeda Falconbridge, OL, OP; Baroness Katla in Mikill Fyrir Sér

Kitchen Volunteer Coordinator: Baroness Mahin Banu Tabriz

Head Chef: Saffron Flowers

Assistant Chefs: Lasairfhiona O'Colmain; Nancy MacGuyver

Heralds' Point Coordinator: Meistres Rhiannon Morgaine, OP

Deputy Coordinator: Master Kryss Kostarev, OP

Process Administration: Lady Berengaria of Leighton Buzard

Event Safety - Deputy Mayor: Viscount Edmund Dracatorr, KSCA, OP

Event Safety Adjutant: Mistress Molly Schofield, OP

Watch Commander: Baroness Rhiannon of Ravenglass, OP

Escort Coordinator: Duchess Honig von Sommerfeldt

Parking Enforcement: Baroness Osa the Archer

Parking 2: Baroness Astrid del Grenewode

Parking 3: Magdalena Txoperena de Guerra

Parking Lot Steward: Baroness Emmalie the Faire

Information Services - Deputy Mayor: Duchess Elizabeth von Kulmbach, OL, OP

Information Point/Town Criers/Lost & Found: Lord Finar of the Salt Bluff

Pennsicwar.org Website

Wordpress Development: Grafinya Katalena Ivaniaia zhena Shishova, OP

Wordpress Development Deputy: Baroness Margherita di Raffaele

Web Content Administrator: Lord Dyrke Hastings

Web Content Deputy: Angel of Gabriel's Landing

Pennsic Publications Editor: Baroness Jessa d'Avondale, OP

Assistant Editor: Master Eadric the Potter

Proofreaders: Countess Alys Katharine, OL, OP, Duchess Bronwyn Dawntreader, Sam Lecin

Media Liaison: Baron Arias Beltran del Valle

Martial Activities - Deputy Mayors: Duke Baldric Leeman, KSCA & Duke Vissevald Selkirksson, KSCA

Midrealm Earl Marshal (Marshal 1): Baron Robert Thorne, OP

Æthelmearc Earl Marshal (Marshal 2): Sir Ardan Scot of Clann Scot, KSCA

East Earl Marshal (Marshal 3): Sir Reinhart Draculis, KSCA

Martial Coordinator: Serafina Della Torre

Martial Point Coordinator: Isabel Taylor, OP

Armored Steel Combat Coordinator (Harnischfechten): Lord Brian of Stonemarche

Battlefield Coordinator: Master Alessandra Brucioli, OD

Deputy Battlefield Coordinator: Duke Siegfried von Kulmbach, KSCA, OP

Rapier Coordinator: Baron Cadwgan Faber

Deputy Rapier Coordinator: Duchess Breylla La Viennette

Battlefield/Rapier Scheduler: Baron Maximilian der Zauberer

Tournament Coordinator: Sir Magariki Katsuichi no Koredono

PENNSIC 52 STAFF

Woods Coordinator: Baron Brisi Thorgrimsson
Woods Battle Coordinator: Duke Vissevald Selkirksson, KSCA
Archery Coordinator: Maistro Aloysius Sartore, OP
Archery Scheduler: Pan Casimir Sarkastyczny
Combat Archery Coordinator: Arnora in Skarpa
Siege Marshal Coordinator: Master Dirk Edward of Frisia, OP
Deputy Siege Marshal: THL Rosalia Iuliana Andre
Thrown Weapons Coordinator: Dame Dealla Cohen
Youth Battlefield Coordinator: Mistress Eikaterine tis Elliniki
Youth Rapier Coordinator: Oda Shōnagon called “Umi”
Battlefield Pavilion Coordinator: Dame Hadley Beckenham
Battlefield Pavilion Coordinator Deputy: Mary of Desborough
Battlefield Pavilion Assistant: Jarl Ivan Ivanov, KSCA
Battlefield Cartographer: Sir Magariki Katsuichi no Koredono, KSCA

Technical Services – Deputy Mayor: Magnus de Londres, OP

Deputy: Duncan McGuyver
Road Signs: Baron Estgar æt Hrofecteastre, OL, OP, KSCA
Lines Painting: In Spirit Dagmar and in person Dante
Paint: Mistress Katarzyna Gwozdz, called Varju, OP
Communications: David Harvill
Information Technology Services: Erik Benson
Beautification: Mistress Tysha z Kieva
Physical Plant: Dylan Holderman
Water: Minerva O'Gobhann of Stierbach
Laborers: Benedikt Hringr Smithr, THL Simon of Kermyrdin, Carl Anderson, Sonya Dahnke, Moon, Wolfstan, Tarzan, and Vincent Boyd
Electrical: In Spirit Ammre and in person Matt

Transportation Department – Deputy Mayor: Baron Morgan de'Ath, OP

Motor Pool: Baron John von der Velde, OP
Bus Liaison: Baroness Celestia Vianello, called Penguin

Zoning & Planning (Land) – Deputy Mayor: Lady Tananda

Emergency Deputy Mayor (Land 2) & Land Website: Athro Rhys ab Ismael, OP
Land Secretary: Shelby of Vagabond
Map Artist: Master John Lyttleton, OL, OP
Deputy Map Artist & PMAP: Baroness Amalie Reinhardt, OP
Assistant Map Artist: THL Kale Phokaina Kourkouaina
Map Approvals/Land Historian: Count Emerson True, OL, OP
Map Archivist: Lady Mordona Mayfel
Singles Camping Liaisons: Baroness Rosie Posie, Baron John Patrick
Land Hospitality Lead: Mistress Constance Waite
Land Hospitality Second: Mistress Otilige von Rappoltsweiler, OL

Staff

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PENNSIC SITE RULES & POLICIES

BACKGROUND

The Pennsic War (Pennsic) will run from Friday, July 25, 2025, until Sunday, August 11, 2025, when all attendees must be off-site. During Pennsic, all people in attendance must abide by the Laws of the Commonwealth of Pennsylvania and the USA; the rules and policies of Cooper's Lake Campground (CLC); the Governing Documents of the Society for Creative Anachronism, Inc. (SCA) (www.sca.org/resources/document-library), and the rules and policies of Pennsic as provided here. Anyone who chooses to ignore these regulations may be subject to appropriate sanctions. Anyone who may be in actual violation of law will be referred to appropriate modern authorities. *(Cooper's Lake Campground, as a subsidiary of Cooper's Lake Farms, Inc. is the host of Pennsic and maintains their own site rules and policies. While many of those policies are incorporated or expanded by Pennsic specific rules, the hosting facility still supersedes on determining rules beyond those explicitly provided on their own site (www.cooperslake.com/clchome/rulesandregulations.php) or within this document. Pennsic event staff consults with CLC staff in cases where a conflict may occur.)*

Pennsic is a complex event made possible by a collective agreement between attendees, staff, and the property owners. Pennsic does not operate without a baseline of agreed policies, rules, and procedures which ensure an equitable playing field for all involved. Since its inception, Pennsic has grown from a small weekend event into what amounts to a small city operating over the course of multiple weeks. The resources necessary to operate Pennsic are drawn from hundreds of hours of volunteer work, even beyond the direct hours involved in the time of the event itself. In addition to those invaluable volunteers, rental contracts, service contracts, and modern resources (such as EMS) are necessary to fully support the day-to-day operation of the event. Because of this, Pennsic is likely unique among all other SCA events. And uniquely, this requires Pennsic to adhere to what, on its face, appears to be a lengthy set of rules. But all of these rules are in place to ensure that all attendees, as well as the staff, are able to enjoy the magic that is called Pennsic.

As you review these rules, please understand that the letter of them underpins an intent to ensure the safe and efficient operation of Pennsic using the limited resources available. Individual attendees should seek clarification whenever intent is unclear.

SCOPE

These policies and rules exist as a baseline of expectation for all attendees. Whenever provided, please attempt to understand the intent as much as the letter of the rule.

The rules and policies contained in this document constitute the baseline of rules which every attendee must follow while in attendance – both letter and intent (when provided). Additional policies and rules may be provided for individual functions (e.g., battle/combat scenarios), and attendees participating in those activities must additionally follow those rules as provided. By attending Pennsic, each attendee agrees to these rules and policies.

DEFINITIONS

Electric Conveyance Vehicle (ECV): A vehicle, typically on three or four wheels, which provides a method of propulsion (motor) to its user for purposes of mobility and access. This does not include bicycles, "foot-powered" scooters, skateboards, or other recreational, human-powered means of transportation. "Walkers" and other human-powered walking aids are not included in this policy. For purposes of this policy, "motor" in this circumstance is exclusively electric as gas-powered devices are not allowed by policy of CLC (Cooper's Lake Campground).

Construction Project: Any non-tent structures, including but not limited to gates, towers, houses, scaffolding, etc.

Corpora: Common term in this document referring to The Corpora of the Society for Creative Anachronism, Inc. Corpora is a governing document of the SCA, Inc.

Disability parking: A subset of lots specifically designated by CLC personnel. These lots require a visible disability license plate or hang tag.

First Aid Point: A dedicated location for providing of emergency first-aid services for attendees.

Fundraising: Any activity which seeks to obtain money or other goods from other attendees. These activities include but are not limited to raffles, pay-to-play tournaments, and a spot to put out a can at a Pennsic Point or at a merchant booth.

Gate: Gates provide access to the site by either motor-vehicle or pedestrian traffic. There are five gates through which motor vehicles may pass. Both motor-vehicle and pedestrian traffic may be restricted or prevented at times during the event, according to published site rules and policies.

Mobile Camp Structure: A mobile camp structure is a structure built on a modern trailer base that can be used for shelter, lodging, showering, or kitchen use. Examples of mobile camp structures include towable camper, tiny home, shower wagons, chuck wagons, and shepherd carts.

Motor vehicle: Any vehicle which uses a motor (electric or petroleum-based fuel) to provide its primary means of movement. This includes motorcycles. This does not include ECVs and golf carts.

Nighttime hours: Hours from one half-hour past registration closure until registration opens the next morning. For purposes of this policy, that is defined as 10:30 pm until 6:00 am.

Oversized vehicle: Any motor vehicle with an overall length more than of 22.5 feet (270 inches). This includes box trucks, converted buses, RVs, etc. It does not include pickup trucks, SUVs, and conversion vans or box trucks less than 22.5 feet in length.

Parked vehicle: Any immobile motor vehicle without a driver behind the wheel.

Parking: Designated lot within the CLC for purpose of parking motor vehicles.

“Party hopping”: The use of a motor vehicle to travel or transport a person or persons within the campground, to or from any and all types of events, regardless of whether the driver has or has not consumed alcohol. This definition is not limited to nighttime hours.

Passenger vehicle: Any motor vehicle with an overall length less than 22.5 feet (270 inches). This includes pickups, SUVs, conversion vans, and some box trucks. (The longest consumer vehicle produced is the Ford Super duty with crew cab and 8’ bed, which is 267 inches long.)

Pennsic staff: An individual attendee named and designated as responsible for a portion of the operation of Pennsic. The names of all Pennsic staff are provided in the site guide for the event as well as published on the event website.

Pennsic volunteer: Any attendee who volunteers time at the event to assist Pennsic staff with the operation of the event. While all of Pennsic staff are volunteers, not all Pennsic volunteers are staff. Pennsic volunteers’ service is at the direction of and in support of Pennsic staff, thus they are temporarily (for the length of their shift) authorized to speak or act on behalf of Pennsic as limited or described in the policies of individual divisions.

Recreational Vehicle (RV): An RV is a registered recreational motor vehicle, travel trailer, or fifth wheel.

Registration Point: Registration for the event is located on the southwest corner of the intersection of Dragon Trace and Brewer’s Road (catty-corner from Watch Point).

Roads/Roadways: Pathways for vehicles and pedestrians marked by natural boundaries (pavement/stone) or by markers (painted lines) or both; and typically indicated by signage at the end or intersection.

SCA: The common abbreviation of the Society for Creative Anachronism, Inc. The SCA is the corporate parent of the Pennsic War, Inc. and the governing authority under which Pennsic operates.

Stopped vehicle: Any immobile motor vehicle with a driver behind the wheel.

Trailer: Any wheeled vehicle which is towed behind another vehicle, and which lacks its own motor. This does not include racks or trays which attach to a vehicle but do not have wheels of their own. This also does not include trailers which have been converted to a mobile camping structure as defined elsewhere in Pennsic rules or policies.

VIP (or paid) parking: A subset of lots specifically designated by CLC personnel. VIP parking is a function of CLC and requires you to surrender your Pennsic parking tag in order to access VIP lots.

The Watch: The Watch is a section within the Pennsic Event Safety Department responsible for assisting in the safety of the event by providing patrols and operations to aid attendees in need.

Watch Point: The Watch base of operations, located on the corner of Brewer’s Road and Dragon Trace adjacent to First Aid Point.

GENERAL SITE RULES

1. Firearms, fireworks, airborne lanterns (including Japanese Lanterns), or chemical weapons of any kind are not allowed at Pennsic. Fire performing is not allowed without permission of the Mayor and CLC management.
2. Do not cut trees, branches, shrubs, or other foliage for any reason, including but not limited to use as firewood.
3. Do not alter, remove, or damage any campground fencing for any reason. This includes temporary fencing erected for parking or traffic control and any caution tape markings used for temporary traffic/pedestrian flow.
4. Do not use the sinks in the bathhouses for any purposes other than those for which they are intended; prohibited uses include but are not limited to the washing of dishes, utensils, or clothing, as well as bathing.
5. Pets are not allowed at Pennsic. Trained Service Animals as defined in law are welcome. (*The Americans with Disability Act of 1990 (as amended) Title III, § 36.104; and guide and support animals as defined by the Pennsylvania Human Relations Act (PHRA) of 1955 (as amended) section 5.i.1, and its explanatory documents.*) For more detailed information, please see the Accessibility Assistance policies.
6. Horses are not allowed on-site.
7. Boats are not allowed on the lake.
8. There is a 10 MPH/16 KPH speed limit for all roads within CLC. Use special caution in congested areas. The posted limits may be too fast for local conditions.
9. Martial activities of any kind are not allowed outside of the proper, designated areas. This includes but is not limited to sparring, siege weapons, youth combat weapons, thrown weapons, rapier, archery, armored heavy combat, or modern martial arts.
10. Powered earth moving equipment (*gas or electric, not human-powered*) is not allowed without advance written permission of CLC management. This includes but is not limited to power augers and bobcats.
11. Gasoline and diesel-powered tools of any kind, including but not limited to lawn mowers, weed eaters, and chainsaws are not allowed. Generators which use internal combustion, regardless of fuel, are not allowed. There will be no exceptions.
12. If you bring any single water receptacle with a capacity of 100 gallons or more, you may not fill it from the CLC water supply, nor may you drain it at CLC.
13. Construction projects may not include any structure taller than 16 feet. Pennsic staff and CLC management reserve the absolute right to order the dismantlement of any construction project.
14. Personal conveyances are not allowed at Pennsic. Personal conveyances include but are not limited to bicycles, personal golf carts, rollerblades, skateboards, mopeds, scooters, hoverboards, tricycles, unicycles, or trail bikes. Electric Conveyance Vehicles (ECVs) and electric wheelchairs are not considered personal conveyances for purposes of this rule and are allowed, however they must adhere to the posted speed limits in the campground. In addition, any trailer attached to any ECV or electric wheelchair must be done properly and not impede the safe operation of the ECV. Capacity of these units is restricted to one person per unit. ECVs should be operated at a walking pace.
15. Do not dig trenches or wastewater pits deeper than 3 feet. All pits and trenches must be filled in prior to leaving the event.
16. Do not dig trenches or pits across, against, or under paved or rolled gravel roads.
17. Do not use public address systems after 10 pm. All amplifying systems that can be heard outside of a camp must get approval from the Mayor's Office before use.
18. Do not post any notices/announcements in or on any portable toilet ("Porta-John") or any other Campground facility.
19. Do not plug any devices into outlets in any CLC building or Pennsic staff facility.
20. The use of drones, deer cams, static optical devices, dash cams and all types of surveillance devices are not allowed on any CLC property without the express permission of CLC management.
21. Do not tamper with, move, destroy, or vandalize any facility or property of Pennsic or CLC. These properties and facilities include but are not limited to: road signs; A&S tents; golf carts; the Barn; the Great Hall; bath houses; battlefield set-ups; tables, chairs, benches and picnic tables used by Pennsic; and any other item that non-staff members are not entitled to use. Any person who violates this rule as well as any person who aids or abets in such conduct without the express permission of staff members of Pennsic or CLC who are authorized to grant said permission will be subject to immediate ejection from the event. (*Pennsic staff members with authority to grant permission varies depending on the request. At a minimum, permission must come from at least a Deputy Mayor level. Alterations to CLC facilities require permission of CLC management and only will be authorized with written permission from same. "I have permission from the Coopers" is not an acceptable statement to demonstrate permission.*)
22. There is no "day-pass" or other temporary admittance to Pennsic. All attendees must pay the full price appropriate for their length of stay as provided by CLC's registration-site (www.cooperslake.com/clchome). Anyone who must enter site temporarily (e.g., vendors, deliveries, etc.) must be escorted at all times and will only be allowed to remain on-site for the period necessary to complete their immediate task. Anyone who violates this rule will be considered trespassing and will be ejected from the site and will face appropriate sanctions.
23. All camping must be done within defined camping blocks (including accessibility and RV camping locations). No attendee may camp, including inside of a vehicle, in any parking area on CLC.

SPECIFIC TOPICAL RULES

ACCESS TO SITE

1. Attendees may only access the site through the designated entry/re-entry areas (commonly referred to as “gates”).
2. Do not climb, cross, or remove fences to enter or re-enter the site.
3. Anyone attempting to enter or re-enter the Campground without a medallion either by crossing or removing fences or by transferring medallions will be evicted from the site without refund.
4. Attendees are not allowed to open or close gates. If a gate is closed (e.g., during nighttime hours), attendees must re-enter via an alternate gate.
5. Vehicles may not stop on Currie Road at any point in order to load or unload people or equipment from or to the battlefield or any area of CLC. There are no exceptions to this rule and vehicles observed loading/unloading along Currie Road may be subject to sanctions up to and including ejection from the event for the driver or any and all passengers.
6. Motor vehicles may only access the site via the Battlefield, West, Main, and North gates (with additional restrictions during nighttime hours).
 - a. During nighttime hours, vehicles may only access the site via the Battlefield and North Gates. All other gates will be closed to motor vehicles.
 - b. Vendors and merchants may (with approval of CLC management) use the Vendor gate.
7. Pedestrians who wish to cross between the battlefield and the campsite (i.e., walk across Currie Road), may use any open gate and may walk around any physical barrier which allows passage without removing the barrier (e.g., chains or ropes used to restrict vehicle traffic may not be moved, but may be walked around).
 - a. Pedestrians should exercise caution crossing Currie Road.
 - b. Pedestrians may not walk along Currie Road.
 - c. During the daytime, in addition to vehicle gates, pedestrians may cross Currie Road via the Sally Port. The Sally Port is located in the fence on the east side of Currie Road, near the north merchant area. During nighttime hours, the Sally Port will be closed and locked.
 - d. During nighttime hours, the only gates that will allow pedestrians to cross Currie Road are the West and North gates. All other gates will be closed.
8. Pennsic staff golf carts may cross Currie Road via the West, Vendor, and North gates.
 - a. Watch Patrol carts are further restricted and may only cross at West gate.

CHILDREN AT PENNSIC

1. A parent(s), legal guardian, or notarized guardian must remain at Pennsic for as long as the minor remains on-site. Parent(s), legal guardian(s), or notarized guardian(s) are responsible for every action by their minor regardless of whether they are in the presence of the minor. (*See Section XI, item 3, of the SCA Seneschal Handbook — www.sca.org/wp-content/uploads/2021/09/Seneschal-Handbook-0421.pdf*)
2. Minors under the age of 12 must have an accountable adult or teenager in visual/auditory range at all times.
 - a. For purposes of this rule, an accountable adult is any adult who has or assumes accountability for a minor. This includes parent(s), legal or notarized guardian(s), and any other adult appointed by same for purposes of ensuring accountability for a minor's actions.
 - b. For purposes of this rule, an accountable teenager is one who is known to and appointed by a parent or legal guardian on a temporary basis as a proxy (i.e., a babysitter) and is between the ages of 12 and 18. This assignment of accountability cannot be indefinite.
 - c. Minors between the ages of 12 and 18 may roam the site outside of visual/auditory control of an accountable adult or teenager, so long as an accountable adult is aware of their activities. (*It is strongly encouraged for an accountable adult to have a regular “check in” with any minor between 12 and 18, with a recommended time span of no more than three hours. While this is only a recommendation, minors who are found to be unduly disruptive, engaged in destructive or dangerous behavior, or who are unruly and not responsive to instructions from Pennsic or CLC staff; and whose activities and comrades are unknown to an accountable adult may be considered in violation of site rules and SCA policy and may be subject to ejection from the site immediately.*)
3. After 11 pm, minors must be in their encampments or in the company of a parent, legal guardian, notarized guardian, or accountable adult.
4. Any minor in breach of these rules will:
 - a. For a first offense, the parent(s), legal guardian, or notarized guardian will be required to keep their minor(s) with them for the remainder of the event. A report on the incident will be reported to the host Kingdom and Society Seneschals.
 - b. For a second offense, the minor(s) and parent(s), legal guardian, or notarized guardian will be expelled from the event and the matter will be reported to the host Kingdom, Society Seneschals, and other appropriate authorities.

- c. Any offense committed by a minor which would result in ejection from site if it were committed by an adult will result in immediate ejection of the minor and their parent(s), legal guardian(s), or notarized guardian.
5. All sponsored organized Youth Activities at Pennsic will be in compliance with the Governing Documents and Policies of the SCA. (See Section XI of the SCA Seneschal Handbook, www.sca.org/wp-content/uploads/2021/09/Seneschal-Handbook-0421.pdf) These policies do not relieve parents or guardians of their primary responsibility for the welfare and behavior of their children and ensuring that their children's activities are compliant with the current Pennsic Site Rules and Policies.

SPECIAL GAS LINE AND DIGGING RESTRICTIONS

1. No digging of any sort in blocks Wo2, Wo3, Eo6, & E10 without explicit permission granted by the CLC War Office.
2. No digging or stakes deeper than 12 inches in the lower half of Wo7.
3. Additional restrictions apply to blocks E11, E18, E20, E24, Wo2, Wo3, AND W21, due to an underground high-pressure natural gas line that runs through those areas. The center of the gas line will be marked with a dotted white painted line. Dotted white lines will mark the 25 feet on each side of the centerline.
 - a. No fire pits or ground fires may be placed within 50 feet of the Right-of-Way of the gas line. Violation of this rule may cause the gas company to exercise their right to demand that no camping of any type be allowed in this area. Violations of this rule will not be tolerated.
 - b. Tents are allowed if stakes are less than 3 feet in length.
 - c. No tents or other structures may be placed within 10 feet of any gas company marker or vent. Markers and vents must always be accessible from the nearest road. A blue painted circle will mark markers and vents. Nothing may be placed within this circle.

GARBAGE DISPOSAL AND RECYCLING

1. Dumpsters are located throughout the campground. These dumpsters are the only proper location for the disposal of garbage or refuse.
2. Prior to departing Pennsic, stack raw wood materials (plywood, 2x4's, etc.) next to the road nearest to your camp. Wood should not be placed in or next to the dumpsters.
3. Because of safety factors, do not remove anything from the dumpster/dumpster area.
4. Under no circumstances may garbage or refuse be burned.
5. Please be sure to remove all personal property from the site by noon on the final Sunday of Pennsic.
 - a. Anything found after that time will be considered abandoned property and will be disposed of by the event staff or CLC management.
 - b. Do not leave any large items (e.g., furniture, mattresses, old tents, etc.) in your encampment when departing Pennsic, even if you intend to abandon them. Individuals are solely responsible for removing all such large items from the campground; the rubbish service employed by CLC will not remove such large items on your behalf. Failure to follow this rule may result in your camp being in violation of the rule to break down and leave Pennsic by noon of the final Sunday and could result in land sanctions at subsequent Pennsic events.
6. CLC recycles. Please take all recycling to the recycling station located on the battlefield at the "Field Gate." (*This is the gate across from the Main Gate, at the east end of the VIP parking area at the southeast corner of the battlefield.*)

HAY/STRAW, FIREWOOD, AND MULCH

1. Hay or straw may not be used as rushes or ground cover in any camping area without the express permission of CLC management. If permission is granted, hay or straw will be available for sale at the Camp Store. The purchase price includes the cleanup fee. Do not burn hay or straw.
2. Mulch (sometimes called wood chips) may not be brought into the campground, nor may it be used for any ground cover. Mulch causes severe damage to the grounds and could become a health hazard.
3. Under no circumstances may attendees "import" firewood from outside of Butler County, PA. All firewood must be purchased locally within Butler County. (*The Commonwealth of Pennsylvania is currently under a quarantine for the import/export of firewood (and certain other camping items) due to the threat of the spotted lantern fly, emerald ash borer, and other invasive pests. In addition, Butler County is further restricted and under an import/export ban at the county level.*)
4. Hay bales from the battlefield and from the Middle Eastern Dance Tent are not for common use. These hay bales are for battlefield Scenarios and for Middle Eastern Dance activities and may not be removed. Any group caught with unauthorized hay/straw will be sanctioned appropriately.

MAIL, PACKAGE, AND RENTAL DELIVERIES

1. Mail or parcel deliveries:
 - a. Will be held at the Merchant's Office. (*The Merchant's Office is a function of CLC and is located across from The Watch.*) Non-merchant deliveries will be charged a \$2.00 handling fee at the time of pickup from the Merchant Office.

- b. All deliveries must be made between the hours of 9 am and 5 pm. Deliveries arriving other than these hours will be turned away for re-delivery the next day.
- c. The Merchant Office will not accept packages with perishable goods. Any perishable deliveries must be delivered directly to the recipient outside of the site or at a pre-arranged gate.
- d. It is the responsibility of each individual expecting a delivery to check with the Merchant's Office during the office's business hours.
- e. Any package or mail not collected by close of the Merchant's Office on the last Friday of Pennsic may be returned to the sender or disposed of at the discretion of CLC management.
- f. Reminder: CLC's address is: **205 Currie Road, Slippery Rock, PA 16057.**
2. The rental or purchase of goods and merchandise between an attendee and a local vendor including but not limited to firewood, pizza, rental tents, tables/chairs, catered food, propane, rental appliances, oxygen deliveries, and lumber are considered a private contract between the two parties and as such is your responsibility to coordinate the delivery thereof, subject to the rules in this section.
3. No deliveries allowed before 9 am on Saturday opening weekend. All goods must be picked up by 5 pm, Monday after Pennsic ends, or they will be considered abandoned and forfeit.
4. The staff of Pennsic and CLC will not be directly involved in the final delivery of any goods. Attendees are required to meet vendors at the appropriate point of entry to receive articles.
5. Delivery information for merchants is included in the merchants' information package.
6. When making arrangements with a vendor, provide the following information to your vendor:
 - a. Modern name under which the items are being rented/purchased.
 - b. Your cell phone number.
 - c. An on-site contact (with modern name and cell phone number if different from above).
 - d. The name of the group with which you are camping (including block number if known at time of arrangement).
 - e. At which CLC entry point you will meet your vendor (e.g., West Gate, North Gate, Main Gate, Parking/Battlefield Gate).
 - f. The date and estimated time you wish to have your item(s) delivered.
7. If you are renting a shade tent or bringing a shade tent for the battlefield, please note that they cannot be set up before 8 am on 2nd Tuesday of Pennsic, without specific permission of the Deputy Mayor for Martial Activities. Battlefield tents require a tent ID tag, available from the Battlefield staff. Tents without proper ID may be removed from the field.

MERCHANTS

1. Selling, vending, or merchandising outside of the designated market area is not allowed.
2. Approval to merchant is solely a function of CLC and must be coordinated through CLC management. (www.cooperslake.com/merchant/register)
3. It is the sole responsibility of the individual merchant to comply with all applicable tax and licensing regulations and requirements.
4. This includes outside catering, which must be coordinated through the Merchant Office.

PICNIC TABLES, FOLDING TABLES, AND FOLDING CHAIRS

1. There are not enough picnic tables for every encampment to have one in camp. Tables are available on a first-come, first-served basis.
2. Attendees may relocate tables from one location to another on-site provided those tables are not already in use by a camp, not in the merchant/food court areas, and are not in the Great Hall or other Pennsic tents or facilities.
3. Folding tables and chairs located in Pennsic tents (e.g., The Watch, EMS, University, etc.) may not be removed from those tents.

ANNOUNCEMENT BOARDS/TOWN CRIERS

1. Notices are posted daily on the 26 signboards located at many of the bus stops and intersections around Pennsic.
 - a. All notices must be posted by town criers. Do not post notices yourself.
 - b. Notices are for official Pennsic events only.
2. Do not remove notices or maps from signboards.
3. If you need an event posted, please contact the Town Criers' office.

QUIET AND NIGHTTIME HOURS

1. Quiet hours are in effect between 2:00 am and 7:00 am throughout the campground.
2. Please be considerate of your neighbors when you are contemplating high-decibel nighttime activities such as drumming, piping, singing, etc.
3. As referenced elsewhere in rules regarding traffic, during nighttime hours:
 - a. No motor vehicle may be operated, except in emergency situations, within CLC during nighttime hours South of Dragon Trace and Currie Road (that is, the lower “half” of the site essentially south of the Great Hall and Penn Marketplace areas). If you need to leave site during nighttime hours, contact the Watch and you will be escorted safely offsite.
 - b. Motor vehicles may enter CLC via the North and Battlefield gates for the primary purpose of reaching parking areas. While this does allow the operation of motor vehicles in areas north of Dragon Trace, the operation of motor vehicles during nighttime hours is strongly discouraged even in areas not otherwise forbidden by other parts of this policy.

SMOKING

1. There is no smoking or vaping allowed in any public building or tent, golf cart, or bus.
2. Please dispose of cigarettes or cigar butts in the proper receptacles.
3. Please be courteous of others when smoking in open areas and private campgrounds.

UTILITIES

1. Do not block access to water spigots or electrical boxes.
2. If you attach a hose to a water spigot:
 - a. It must be equipped with both a vacuum breaker and a Y-connector.
 - b. Any hose attached to a spigot that does not conform to this policy may be confiscated by the Pennsic staff or CLC management.
3. Do not run hoses across roads.
4. Grey water may be disposed of by digging a wastewater sump in your camp. (*Grey water is wastewater which is used for non-human waste related activities. For example, water which comes from showers, sinks, cooking, etc., is typically considered grey water.*)
 - a. Do not dump your wastewater into the lake, stream, or at any of the water spigots.
 - b. Please ensure that everyone in your encampment is aware of the locations of all wastewater sumps and please fill in all sumps before leaving the War.
5. Attendees may not alter or modify existing utilities in any manner. You may not access or tie into any water lines or electrical boxes to install new or additional connections. Anyone attempting to alter or modify any of the existing utilities may be evicted from the site without refund and will be responsible for any and all damages resulting from their actions.
6. No personal washing or bathing is allowed at the water spigots. Please be courteous when using showers. Please try to conserve hot water whenever possible.
7. No dumping of black water is allowed at CLC. The dumping of black water may result in offenders being banned from future CLC events, including Pennsic. (*Black water is associated with human waste activities, typically from toilet facilities.*)

ALCOHOL

1. The legal age for the consumption of alcohol in Pennsylvania is 21 years of age. Any violations of Pennsylvania law may be reported to the authorities and violators may be evicted from the campground without refund.
2. If you choose to serve alcohol in your camp, you do so at your own risk and are solely responsible for ensuring that you conform to the laws of Pennsylvania; including confirmation of legal age for all those who consume alcohol in your camp.
3. Pennsic attendees may obtain alcoholic beverages off-site for consumption on-site.
4. The sale of alcohol by any attendee while on-site is illegal. This includes the use of “free with purchase of a mug” schemes and other cover charges/fees which otherwise disguise the purchase. (see www.pa.gov/content/dam/copapwp-pagov/en/lcb/documents/legal/documents/legal_faqs_conducting_special_events_where_alcohol_is_served.pdf). Tips may be collected but must be entirely voluntary.

GAMING

1. Pennsic provides limited official resources for gaming, generally divided between medieval and modern games. While there is no official definition, the medieval gaming facilities are generally understood to relate to games which existed prior to 1700.
 - a. The medieval gaming tent is staffed and open for limited hours.
 - b. The modern gaming tent is unstaffed and open 24 hours.
2. Games, including any live action role-playing type events, may be conducted anywhere on site in addition to official gaming locations with the exception of the upper areas of the bathhouse, CLC business locations (e.g., Penn Market store), or any area which will otherwise disrupt or interfere with other attendees’ activities.

FUNDRAISING

1. To hold an official fundraiser (i.e., publicized in any Pennsic Schedule; held at any Pennsic Point; advertised in any way by Pennsic sponsored media; or listed as an activity of the Pennsic War):
 - a. The fundraiser must be approved by both the Mayor and the Pennsic Exchequer.
 - b. Any advertising of an approved fundraising activity at Pennsic must include the purpose of the funds being raised and the name of the organization who will benefit from said donation.
 - c. All funds must be collected by someone approved by the Exchequer.
 - d. All collected funds must be turned into the Exchequer and a check to the appropriate not-for-profit organization will be mailed by the Exchequer to said organization.
 - e. No official fundraising may be held on behalf of an individual, a household, or any organization which is not a recognized, registered non-profit.
2. Pennsic does not hold a license so granted under Pennsylvania's Local Option Small Games of Chance Act, 1988 P.L. 1262, No. 156, as amended. In compliance with Pennsylvania Commonwealth law, raffles of any sort are not allowed at Pennsic.
3. There can be no cash prizes to any participants in any pay-to-play tournament at Pennsic.
4. Unofficial fundraisers for someone or something can be held by individuals or camps, but you may not use Pennsic resources or facilities (*Including the battlefield and associated facilities, the Great Hall, or other CLC permanent structures*) to do it.

VOLUNTEERS AT PENNSIC

1. All Pennsic staff are volunteers and must abide by all site rules and policies.
2. Individual departments also use volunteers beyond named staff positions for the smooth and efficient operation of those departments. (*Named staff are those listed in the site guide and on the website, pennsicwar.org and may further be identified by medallions which are different in color or appearance from standard attendee medallions.*)
 - a. Volunteers at Pennsic are not staff and are not given any authority beyond that necessary to conduct the specific tasks for which they are volunteering.
 - b. Volunteers must abide by all site rules as well as those for the departments in which they are volunteering. Volunteers who do not follow the direction of named staff within departments or who repeatedly fail to perform their assigned duties may be asked to forgo additional volunteering in specific departments or in general. This does not equate to sanction nor prevent the attendee from remaining at Pennsic – unless the behavior is egregious enough to warrant further sanction by Pennsic, the SCA, or CLC.
3. Attendees wishing to volunteer for specific departments should seek opportunities at those departments' locations on site.

SCA ROYALTY AT PENNSIC

1. Royalty at Pennsic are functionaries of individual SCA kingdoms, and while they enjoy a recognized status as leaders of various SCA functions, they are still attendees at the event and are required to adhere to all site rules and policies. (*Corpora, Section IV*)
2. In addition, because of their status as officially recognized representatives of the SCA, they may be precluded from participating in various Pennsic staff roles in order to avoid conflicts of interest.
3. Royalty (or their staff) who require assistance of Pennsic staff should coordinate their requests through the Pennsic Royalty Liaison.

GOLF CART USE

1. Per general rule #14, personal golf carts are not allowed at Pennsic.
2. Pennsic staff and individual departments use golf carts to facilitate the efficient operation of departmental functions. While individual staff members may have a golf cart assigned to them for a portion or the entirety of the event, the use of a golf cart is to facilitate ready access and management of departmental functions. These golf carts are not solely for personal use or transportation around site and are not to be used by staff members when not needed for purposes of departmental needs/access. (*Certain staff positions have required "response readiness" as a function and thus these staff members may use an assigned golf cart to facilitate personal functions while still maintaining an ability to respond to calls.*)
3. All staff and volunteers who need access to or use of a golf cart must sign and maintain a valid golf cart agreement.
 - a. Golf cart agreements can be filled out at Watch Point and will be maintained for the entirety of the event at The Watch.
 - b. Misuse of, damage to, or abuse of golf carts may result in the removal of the golf cart agreement and removal of privileges to operate a golf cart for a portion or remainder of the event.
4. Attendees may not interfere with, alter, or appropriate golf carts for any reason. Failure to comply with this rule is grounds for immediate sanction up to and including ejection from site.

PORTABLE TOILETS (PORTA-JOHNS)

1. Per general rules #18 and #21, do not post notices or otherwise alter or move Porta-Johns.
2. If you have concerns about Porta-Johns, including placement and availability, please contact The Watch.
 - a. There are a limited number of Porta-Johns which are placed according to anticipated population and need (including Accessible units). While CLC and Pennsic staff attempt to accommodate all needs, the limited number of units may prevent accommodation of all requests.

RADIO USE

1. Personal communication devices are not restricted at Pennsic so long as they do not violate modern rules for their use.
2. Pennsic operates its own radio communication system. Use of Pennsic radios is strictly limited to official Pennsic functions.
 - a. Use of Pennsic radios for other than Pennsic business/operations is subject to sanctions.
 - b. Attendees may not appropriate Pennsic radios and anyone who finds a Pennsic radio should return it to The Watch or a member of Pennsic staff as soon as possible.

SANCTIONS

1. Pennsic land sanctions:
 - a. The Pennsic staff may levy sanctions against registered land groups who do not comply with the written rules or who are unwilling to work with Pennsic staff to resolve issues that occur during the event.
 - b. Sanctions may be levied immediately, at future Pennsic, or both. Past sanctions on groups have included loss of block seniority, loss of block choices, and land forfeiture.
 - c. Working with Pennsic staff to resolve issues on-site is in your best interest to avoid these or even harsher sanctions.
2. Repeat or combative offenders of any Pennsic policies or rules may be subject to expulsion from the event.
3. When necessary and appropriate (e.g., violations of the anti-bullying policies, or abuse of CLC or Pennsic staff and volunteers); or when requested by these entities, Pennsic staff may refer attendees to SCA or CLC management for further sanctions. These sanctions may include bans from future attendance or participation in other SCA or CLC events.

REGISTRATION RULES

The following policies provide guidance on Pennsic registration, including required ID and other procedures.

1. You will be required to have the following items with you at registration:
 - a. A government-issued photo ID which has your photo, name, and date of birth on it. If your government-issued ID does not provide all this information (e.g., it is non-photo), please have a secondary form of ID in addition to your government-issued ID which can be checked against your primary. (For example, a work/building pass with your name and picture on it in addition to a government-issued ID with your name and date of birth on it would be sufficient.)
 - b. Proof of membership if you wish to take advantage of the member discount. Any SCA, Inc.-issued item with your name, membership number, and expiration date on it will suffice. In addition to any printed proof of membership, digital membership information including digital membership cards and proof of membership emails are also acceptable proof of membership.
 - c. Sufficient cash or credit card to cover the cost of your entry (personal checks, money orders, and travelers' checks will not be accepted).
 - i. If you are pre-registered, additional fees may be required.
 - ii. Refunds will not be granted after you have passed through registration and received your medallion.
 - iii. Coins will not be accepted at registration.
2. If you arrive with a minor who is not your own child you must be at least 21 years of age, and present at registration the following for each minor child for whom you are responsible.
 - a. An original (no photocopies or scans will be accepted) SCA "Minor Waiver & Consent to Travel/Medical Authorization Form" (often referred to as the "Florida Form" - www.sca.org/wp-content/uploads/2019/12/FloridaWaiver.pdf). The form must be fully completed by the minor child's parent(s) or legal guardian and duly notarized on both the top and bottom halves of the document for each minor child.
 - b. You will be required to sign a waiver in the child's name before admittance.
 - c. Upon completion of this process, you will be considered the notarized guardian of said minor(s) for the duration of Pennsic.
 - d. Lying on these waivers constitutes fraud and will result in your family's expulsion from the event.
3. Emancipated minors must show legal proof of emancipation, in addition to the ID mentioned in line 1 above.
4. Other important registration details:
 - a. Reminder: There are no single-day admission rates for visitors. This includes family, friends, and clergy. Everyone attending Pennsic will pay the full requisite fee from the date of their arrival until the end of the War regardless of when they arrive, depart, or how long they stay. There are no exceptions to this policy.

- b. If you are getting a ride from someone who is not staying, they are not allowed to enter the campground without an escort. Escorts are on a first-come, first-served basis and waiting for an escort may require additional time so attendees should plan accordingly. The purpose of this escort is to unload items from a vehicle. The escorted party may not:
 - i. Socialize with attendees in the destination camp or other camps (reasonable judgment should be exercised by the escort about what constitutes socializing).
 - ii. Help attendee or others with any setup. The purpose is only to unload or load items to the vehicle.
 - iii. Once the vehicle is unloaded, the escort will lead the vehicle to the closest gate and ensure they depart the site.
- c. Pre-registrations are not transferable to another person. If a pre-registered attendee is unable to attend Pennsic, they should request a full refund from CLC (within deadlines for that process as provided by CLC management).
- d. According to privacy requirements, no personal information will be provided about attendees at the gate. This includes confirming if someone is on-site and where they are camped.

5. Medallions:

- a. Each attendee at Pennsic will be issued a medallion and a paper receipt at Registration Point when they arrive.
- b. The medallion is your visible indicator of authority to be on-site.
- c. Each medallion issued is designated to a particular individual; the medallions are not transferable.
- d. All attendees attending Pennsic will always wear their medallions and will produce their medallions for CLC and appropriate Pennsic staff members upon request.
- e. Please ensure that you take your medallion with you when you leave your campsite for any reason. Please note that when traveling between some sections of the campground, including the battlefield, you will be asked to show your medallion.
- f. If you misplace or lose your medallion, please report to Registration Point with your paper receipt to see if it was recovered. If it was not recovered, you will be provided with a wristband in lieu of a medallion.
- g. Anyone attempting to re-enter without a medallion or wristband and who cannot produce a copy of their printed receipt will have to go through Registration Point process again and pay the appropriate fees.

TRAFFIC AND PARKING RULES

The following policies provide a comprehensive set of rules governing the operation of motor vehicles during Pennsic. Due to the close proximity and large volume of pedestrian traffic and other considerations, the operation of motor vehicles on the grounds of CLC during Pennsic presents safety concerns. As such, these rules are designed to allow attendees the convenience of accessing their camps under limited circumstances, while reducing the likelihood of accidents. These rules have been written as informed by specific incidents and issues which have been observed by CLC and Pennsic staff and are an effort to ensure equal and fair access, while equally ensuring safety for all attendees.

TRAFFIC RULES

1. The operation of motor vehicles on CLC presents a risk to operators and pedestrians. As such, the following rules are to be enforced during the entirety of Pennsic:
 - a. Motor vehicles in motion within CLC must remain within roadways, except when entering/departing an attendee's campsite. Attendees are encouraged to ensure appropriate planning to allow for motor vehicles entering/departing their campsite to do so without impeding the roadway.
 - b. All motor vehicles must obey traffic signals. This includes one-way markers and posted speed limits. Note: the overall speed limit within CLC is 10 MPH. For most motor vehicles in motion, this pace does not require the use of the motor vehicle's accelerator to maintain on level ground.
 - c. Although not categorized as motor vehicles, golf carts and ECVs may not be operated at a speed above a walking pace.
 - d. No motor vehicle may be operated, except in emergency situations, within CLC during nighttime hours South of Dragon Trace and Currie Road (that is, the lower "half" of the site essentially south of the Great Hall and Penn Marketplace areas). If you need to leave site during nighttime hours, please contact the Watch and you will be escorted safely offsite.
 - e. Motor vehicles which must be operated (under escort in precluded areas) during nighttime hours must operate using headlights (not just parking/driving lights).
 - f. During nighttime hours, motor vehicles may enter CLC via the North and Battlefield gates for the primary purpose of reaching parking areas. While this does allow the operation of motor vehicles in areas north of Dragon Trace, the operation of motor vehicles during nighttime hours is strongly discouraged even in areas not otherwise forbidden by other parts of this policy.
 - g. "Party hopping" of all types is forbidden. The use of motor vehicles for certain combat related activities (e.g., transportation of combatants/participants to/from any martial activity) is strictly at the discretion of CLC personnel and

Pennsic event staff. In such events (e.g., the Woods Battles), special and designated traffic and parking practices may be used to control traffic. All attendees in this event agree to expressly follow the instructions of event staff for the safe operation of these large events. Failure to comply with event staff instructions presents a risk of serious injury and, as such, is potential grounds for expulsion from the event or other appropriate sanctions.

PARKING RULES

General Rules:

1. In general, motor vehicles are not allowed to be parked anywhere outside of designated Pennsic event parking areas – even if the motor vehicle is covered. There are specific exceptions to this rule which are outlined below.
The intention of this rule is that all motor vehicles must be parked within parking areas. If you find yourself confronted by parking staff about a motor vehicle being parked in your camp or elsewhere outside of parking areas; and find yourself defending a violation of the reasons below, you should ask yourself why you are attempting to defend a violation of the principle and intent of this rule.
2. The following rules will be enforced for the entirety of Pennsic:
 - a. Motor vehicles may not be parked on a roadway. “Insufficient space” inside or outside of a specific camp does not justify an attendee stopping or parking their motor vehicle in a way to impede a roadway for personal convenience. Note: this may mean you need to park at a short distance from your camp in order to maintain clear roadways.
 - b. When loading and unloading a motor vehicle, if you are unable to pull into your camping area, you should stop or park any motor vehicle on the EAST (towards I-79) and NORTH (towards the main parking lot) sides of the road. In areas of the site where this is impractical (due primarily to terrain), you should always stop or park on the same side as other motor vehicles which may already be stopped or parked on the roadway.
 - c. There is no stopping or parking allowed in front of the CLC store or in “Town Square” (the area in front of Information point and adjacent to the ice vending). Stopping or parking in these areas is strictly limited to CLC staff and vendors. Failure to comply with this restriction may result in immediate towing of a motor vehicle. “Ice runs” and “grocery runs” to CLC shopping venues are not a justification for disregarding this rule. Attendees of Pennsic are not CLC staff and may not use CLC Staff parking tags to circumvent this (or any) rule.
3. Enforcement of the following rules will commence at 6:00 am on Monday of “Peace Week”, and will continue through the event until 6:00 pm on Friday of “War Week”:
 - a. Motor vehicles may not be parked in camp. There is no disability exception to this rule.
 - b. In general, attendees have six (6) hours from arrival (as noted on your motor vehicle’s “hang tag” provided when you check in at Registration Point) to unload your motor vehicle and move it to parking – not including nighttime hours. Due to nighttime driving restrictions, the following practical guide is being provided in order to clarify expected times for your motor vehicle to be moved:

Arrival Time	Time by which motor vehicle should be in parking lot
Registration opening through 4:00 pm	6 hours from arrival on that day
5:00 pm	7:00 am of the following day
6:00 pm	8:00 am of the following day
7:00 pm	9:00 am of the following day
8:00 pm	10:00 am of the following day
9:00 pm	11:00 am of the following day
10:00 pm	12:00 pm of the following day

- c. Stopped motor vehicles (as defined above) are allowed on-site to facilitate practical transfer of items to/from campsites (e.g., “town- runs”, etc.). Motor vehicles must not impede the roadway while stopped. If the driver exits the motor vehicle, the motor vehicle is considered parked and, if outside of the allowed six-hour arrival window, the motor vehicle is subject to parking policy enforcement instantly.

NOTE: Practical consideration of this rule means parking enforcement personnel will use significant discretion and observe interaction of parked vehicles which may be returning from a town run to unload. As long as attendees are actively unloading a vehicle, they will not be asked to move to parking. The intent of this rule is to prevent attendees from returning from a town run and parking their motor vehicle in camp longer than necessary to unload. We ask attendees to plan appropriately to have necessary assistance in their camp to facilitate unloading such that attendees do not have to remain stopped or parked beyond any time necessary to unload.

PARKING LOT RULES

The following policy/practices are in effect for designated parking areas throughout Pennsic:

1. General parking areas are for passenger vehicles only. No trailers are allowed in general, VIP, or disability parking. Trailers parked in any of these areas are subject to immediate towing/removal.
2. All vehicles (including trailers) should be parked in a way which allows the maximum, efficient use of the parking area for all attendees. In most circumstances, this requires a maximum of four feet between vehicles.
3. Vehicles may only be parked perpendicular to the direction of travel in the lanes ("face in" or "face out" to the ropes in the lane).
4. Trailers may be parked only as follows:
 - a. Detached trailers may be parked in the trailer parking area. This area is in the far northeast corner of CLC and is marked by signage indicating "trailer drop off". This area is for detached trailers only – parked with tongue facing the travel lane for access.
 - b. Attached trailers (that is, trailers which remain attached to their towing vehicle) may be parked in oversized parking only.
5. Oversized vehicles must be parked in the designated oversized parking areas. Oversized vehicles parked in general, VIP, or disability parking may be towed.
6. Disability parking is for the use of those who have a marked (license plate or hangtag) indicator of authority to use these parking areas.
 - a. No personal mobility devices may be left in disability parking to "hold" a space. Areas adjacent to disability lots will be provided for you to leave any personal mobility device.
 - b. Vehicles without a marker (license plate or hangtag) parked in disability parking will be subject to immediate towing.
 - c. Trailers may not be parked in disability parking.

(Note: The ADA only requires CLC provide a minimum number of spaces based on attendance. That requirement is far below demand, in the range of ~120 spaces. Every effort will be made to provide sufficient disability parking to support attendees of the event, but parking – including disability parking – is a first-come, first-served commodity.)
7. VIP parking is controlled by CLC and requires attendees obtain a replacement parking pass (in exchange for your Pennsic hangtag) from the War Room. Hours and availability for these passes is strictly controlled by CLC staff. Use of a VIP parking pass does not entitle the holder to any additional benefit other than the ability to park in designated VIP parking areas. VIP parking pass holders are subject to all other provisions within this policy.

TRAFFIC AND PARKING AROUND THE BATTLEFIELD

1. The entire battlefield area, including tents, margins, and marked fields is under the control of the Martial Activities. No one may park within any battlefield area without **express permission of the DM of Martial Activities**. Vehicles may not stop for any period of time on roads (including Currie Road) for the purpose of loading or unloading passengers to or from the battlefield.
2. Certain designated areas may be temporarily set aside for this purpose at the discretion of staff.
3. Absent temporary drop off locations, vehicles transporting attendees to the battlefield may only stop in the parking lot to load or unload. Vehicles observed violating this safety requirement may be subject to sanctions including barring of participation in Martial Activities and ejection from site for driver and any passengers.

TOWING POLICY

1. Vehicles which block essential services such as Porta-Johns, Pennsic War facilities, CLC facilities; which park in specifically marked "no parking" zones; whose driver, passenger(s) or other attendee(s) remove road barricades on closed roads; or which block or otherwise obstruct the ability of emergency services to perform their task or the bus to pass, are subject to immediate towing without any prior notice.
2. Vehicles which are improperly parked or are in violation of any site rule or site policy are subject to immediate towing without any prior notice.
3. Warnings may be provided based solely on the judgment of Event Safety personnel but are not required.
4. All costs of towing vehicles will be the responsibility of the Owner/Operator of the vehicle in question.
5. The Watch will maintain a list of all towed vehicles and which towing company is holding the vehicle. If your vehicle is towed and you need contact information about the company, please contact The Watch.

DISABLED/STUCK VEHICLES

1. If your vehicle breaks down in the middle of a road or parking area, or becomes stuck in some fashion, please leave a note on the dashboard identifying the issue and the time it occurred and then immediately report the breakdown to the Watch Tent.

Unreported disabled vehicles that are improperly parked or block access as described in these policies, will be towed, without notice, at the owner's expense.

2. Should your disabled vehicle need extraction, you may contact the CLC War Room for determination if assistance/towing is possible. Due to increased use of plastic in car construction, CLC may decline to tow/extract your vehicle, if in their opinion, an unsafe or damageable condition exists or may occur.
3. If your vehicle is declined for towing/extraction, you will be required to contact a commercial towing company (information on available companies may be obtained from The Watch).

ZONING AND PLANNING ("LAND")

Land Allotment

1. Every person who pre-registers for Pennsic with a paid pre-registration will have 250 square feet assigned to their designated group.
2. If no group is designated by an attendee by the close of the pre-registration period, the registered attendee will be assigned to "Individual Camping," and while the space will be reserved, the registrant will need to select their space from the available Single Camping areas once they are opened to Single Campers after Land Grab is completed. People paying their registration upon arrival will be allocated 250 square feet in one of the available Single Camping areas.

Accessibility Camping

1. All those who wish to camp in the designated Accessibility Camping area must register with CLC by the pre-registration deadline. Select the land group "ACCESSIBILITY CAMPING," once you have received permission to camp from the Accessibility Camping Coordinator.
2. To receive permission to camp in Accessibility Camping, you must communicate with the Accessibility Camping Coordinator at email address accessibility@pennsicwar.org by the Accessibility Assistance Registration deadline.
3. Additional information regarding accessibility can be found under the Accessibility Assistance section of this document.

RV Camping

1. Those who are considering using an RV must contact CLC directly before pre-registering as the Land Office does not coordinate RV camping. (When pre-registering, please select the Land Group "RV CAMPING.") Please note that an RV, in this case, is defined as a registered motor vehicle, travel trailer or fifth wheel.

General Land Use

1. It is expected that campers will camp with their designated group in the location where they are pre-registered. If this is not possible, the camper must inform Registration Point and the Watch so that the new location is accurately recorded for emergency purposes.
2. Pre-registered group campers will not be allowed to use space in Single Camper areas. They must camp within the boundaries of their registered group.
3. No space can/will be held by anyone for Individual Campers (pre-registered) or Single Campers. These spaces are first-come, first-served.
4. No attendee may erect any camping structure in designated parking areas and attendees may not "camp" in a vehicle, except as provided within RV camping policies.

Singles Camping

1. Single campers may camp in areas designated as Single Camper space. These are the unoccupied areas remaining in certain blocks after the pre-registered groups have established their borders.
2. Single Campers should not arrive until after Land Grab is complete. This is typically no earlier than Sunday of Land Grab weekend.
3. There will be a Singles Liaison desk located at the Watch Tent which will be staffed during times of expected high Singles traffic (e.g., Sunday and Monday after Land Grab, and Friday, Saturday and Sunday of Middle weekend).
 - a. The Singles Liaison can assist those looking for singles spots. If you arrive and the Singles Liaison desk is unstaffed, you can ask the Watch to radio for Singles Liaison.
 - b. For those who do not wish to avail themselves of the Singles Liaison, there will also be maps at Registration Point and Information Point indicating where the Single Camping areas are located after all registered encampments have finalized their maps.
4. If you are the first to arrive in a Single Camping area, please set up your camp around the perimeter of the space, leaving room for others to fill in. If there are multiple tents to be set up for a small group of Single Campers wishing to camp together, those tents should be placed contiguously within the square footage allocated by the number of paid registrations. (Number of campers x 250 square feet.) If these guidelines are not followed, Land Staff reserves the right to require you to move your tent in order to make the best use of the space.

Land Alterations

1. Any capital or permanent improvements or alterations to the land (such as landscaping or terracing) must be pre-approved, in writing, by the Cooper's Lake Campground Management. Pennsic staff may request and you will be required to provide this documentation upon request.
2. Upon installation or completion, any improvements will become the sole property of Cooper's Lake Campground and there is absolutely no guarantee that you will have any rights to that land in the future as a result of installing or completing any such improvements or alterations.

Mobile Camp Structures

1. For use at Pennsic, all mobile camp structures must visually present a reasonable attempt at pre-17th century structure. If you are uncertain about your trailer's appearance, please contact the Zoning and Planning department ("Land Staff").
2. No mobile camp structures may be connected to the campsite power outlets. Anyone in violation of this rule may be required to pay the additional RV registration fee and move to the RV camping area (space is not guaranteed without pre-registration), or be removed from site.
3. Mobile camp structures must fit within a campsite's allotted land space. These structures will not be granted any special land allotments or special land assignments. Mobile camp structures cannot also be used for any special land negotiations.
4. Encampments found to have structures out of compliance with these rules must agree to a corrective plan with Pennsic Land Staff. Encampments unable or unwilling to comply may have Land sanctions issued against them.
5. All trailers (including mobile camp structures) stored on-site outside of the Pennsic event itself must follow all CLC rules for storage trailers. If you are uncertain about your trailer's suitability for storage on CLC's site, please contact the CLC management.

ACCESSIBILITY ASSISTANCE

The Pennsic staff welcomes the participation of those gentles with accessibility needs. Services available through Accessibility Assistance include:

Camping Space

1. Pennsic is a rustic campground with few areas and camps supplied with electricity. The Accessibility Camp is a reasonable accommodation to provide individuals who have mobility issues with the choice of a centrally located, flat camping space with access to electrical outlets.
2. Accessibility Camping functions as singles camping restricted to those who need the location and electricity. Because of physical limits to this space, prior registration with Accessibility Services is required to camp in the Accessibility Camp.
 - a. Attendees with accessibility requirements who are not camping in Accessibility Camping spaces are not required to register in advance.
3. Pennsic does not provide assistance with unloading or setup of tents for those camping in Accessibility Camp. It is incumbent upon attendees to organize such assistance as required to individual needs.
4. Accessibility Camping is limited to individuals with a disability and those camping in the same tent as them. Households or groups cannot be registered in Accessibility Camping space.
 - a. Each attendee registered is afforded the same space allotment as any other attendee at Pennsic.
 - b. RVs are not permitted in Accessibility Camping.

Charging Stations for Medical Equipment

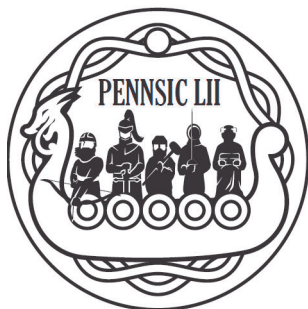
1. Pennsic is a rustic campground. As such there are limited locations with electricity.
2. Do not use electrical outlets in any CLC or Pennsic facility for the charging of medical equipment (per rule 18 of the general site rules).
3. To facilitate the charging of required equipment (e.g., batteries for CPAPs and ECVs) Accessibility Services manages charging stations around site for purposes of charging medically required devices.
4. Use of these charging stations requires registration prior to plugging in any device.
5. Slots for charging stations are filled on a first-come, first-served basis, and there are a limited number of outlets at each location.
 - a. Once you have registered for a charging station time slot, you must report to Accessibility Assistance Point to collect a tag associated with your device and then leave this tag on your device while it is charging during your time slot. Once your time slot is over, you must retrieve your device from the charging station.
 - b. Items without a tag or which have a tag for an expired time slot may be unplugged.
 - c. Attendees who are observed unplugging a tagged device may face sanctions up to and including ejection from site (for repeated infractions).
 - d. A copy of the registration request will be emailed to you and serves as your receipt for your time slot. Thus, a valid email is required for registration and communication.

Service Animals

1. The SCA abides by all national, state, and local regulations regarding service animals.
 - a. Pets are not permitted on-site.
 - b. A doctor's letter does not turn an animal into a service animal.
 - c. Dogs whose sole function is to provide comfort or emotional support do not qualify as service animals under the ADA or the PHRA.
2. You must bring your service animal with you to Registration Point when you first check in to the event.
 - a. Please consider filling out a Service Animal Information form online. The information requested at registration is designed to help us make the experience as smooth and safe as possible for you and your animal.
3. Each service animal must be accompanied by a certificate of Rabies vaccination.
4. The handler is responsible for the care and supervision of his or her service animal.
 - a. Service animals must be housebroken.
 - b. Service animals must be harnessed, leashed, or tethered.
 - c. In the case (and only in the case) that these devices interfere with the service animal's work or the handler's disability prevents using these devices, the handler must maintain control of the animal through voice, signal, or other effective controls.
5. At Pennsic, owners must clean up all dog waste and properly dispose of it in a waste receptacle regardless of where the dog defecates (including in the weeds or bushes).
6. If a service animal behaves in an unacceptable manner or is perceived to not be in control, and the handler does not immediately control the animal, the handler may be required to immediately remove the animal from the site. (A list of local kennels will be provided upon request, but this is only a list of available facilities, and Cooper's Lake/Pennsic staff are not making recommendations for any of these establishments.)

Unacceptable behavior of service animals includes but is not restricted to the following:

 - a. Uncontrolled barking, jumping on, or charging at other people or other service animals.
 - b. Turning away from the handler when the animal's behavior poses a direct threat to the health or safety of others.
 - c. Service animal growling at other patrons or staff.
 - d. Defecation or urination onto the privately owned property (tents, camp gear, etc.) or in the food court or other public or private establishments within Pennsic.
7. Pennsic and Cooper's Lake are not responsible for the behavior or needs of any service animal, nor required to provide services for your service animal. Please anticipate all your service animal's needs including water bowl and water, poop bags, as well as all other needs such as medication and hygiene. If you have any questions about local services in the surrounding community or have an immediate need while at Pennsic, please ask Accessibility Services for assistance.
8. When using the dog run:
 - a. The dog run is not a public dog park.
 - b. Please be cognizant of other animals that may be there prior to your arrival. You may need to wait your turn.
 - c. Even at or in the dog run, the owner/handler is still responsible for their dog's behaviors, and the dog is still required to be in total control by its owner/handler at all times.



PENNSIC 52 MEDALLIONS

This year's medallions, designed by Spencer Miller, are based on an existing pilgrims' badge with the artwork modified to match the era of Mayor Gunther's persona. The front of the medallion depicts the five Society-wide bestowed peerages, including the new Order of the Mark, on a ship—representing all of us working together. The back of the medallion has in Latin, *Fluctuat nec mergitur*, translating to: "It is tossed by the waves but does not sink." This represents perseverance—while things are difficult, if we all row together we can succeed.

SITE EXIT RULES

At the end of the event, please follow these rules to help the Cooper's Lake Campground (CLC) staff maintain the site for the rest of the year and in preparation for next year.

Be aware that Pennsic Staff may levy sanctions against groups who do not leave their campsite in good order. Sanctions may include loss of block seniority, loss of block choices, and land forfeiture.

SITE CLOSING TIME

Pennsic War 52 closes at 12:00 pm, Sunday, August 10, when all attendees must be off site.

GARBAGE

Litter and garbage from your campsite must be placed in the dumpsters prior to your departure. If the dumpster is full, do NOT put your trash in front of the dumpsters. Instead, stack any trash beside or behind the dumpster so the garbage team can empty the dumpster. (see "Garbage Disposal and Recycling" on p.14 for more details)

WOOD

Leave all firewood and lumber stacked next to the nearest road to your camp. Do not put wood in or next to the dumpsters. The garbage company will not take wood.

STRAW

Rake used straw into a pile. Leave unopened straw bales next to the road nearest your camp.

HOLES IN CAMP

Do not leave open holes. Fill in the holes or ditches you have dug and mark them with flagging tape on a stick, a flag, or something else that can be easily seen. (Marking where you dig helps us fix your campsites so you do not have divots next year.) If you do not have enough dirt, please come to the CLC War Room for assistance.

FIRES

Before leaving camp, extinguish any fires so that they are no longer smoking or smoldering. Leaving an unextinguished fire will result in sanctions for your camp for the following year.

ON-SITE STORAGE TRAILERS

For those of you who store trailers at CLC: do not overload your trailers. It will damage your trailer, the equipment, and is dangerous for the drivers. Please respect the drivers by making sure your trailer has a balanced load front-to-back and is not too heavy.

LOADING

When loading your car and trailers, be respectful of your neighbors. Do not block the road, and do not park in a neighboring camp without asking. Follow the same guidance for parking on roadways as when you arrived (see Parking Rule 2.b on page 20).



Pennsic 2006 Field Battle, from en.wikipedia.org/wiki/Pennsic_War

PENNSIC MENTORSHIP PROGRAM

The staff for the Pennsic Mentorship Program are so excited to welcome you to the Pennsic War and share what we have been working on during our time apart!

The YAMP (Young Adult Mentorship Program) is being expanded to welcome everyone, regardless of age group, who is interested in learning directly from Pennsic staff to gain valuable service experience and skills for the SCA and beyond!

Starting for Pennsic War 53, the Pennsic Mentorship Program will now be open for all those who are interested to apply. Previously, our goal was focusing on providing opportunities for our younger generation members. However, after much consideration, we feel it is for the best to expand our horizons and provide opportunities for any individual who may be interested. To stay updated on all information for the Pennsic Mentorship Program, please follow the program on Instagram at [PWmentorship.sca](#) and watch for updates on [PennsicWar.org](#) and our Facebook page!

The Pennsic Mentorship Program is designed to give individuals opportunities to learn from Pennsic staff and develop leadership skills to facilitate the growth of the SCA for future generations. We strive to provide better access to opportunities for individuals who are interested, regardless of experience level, age, status, or kingdom of origin.

Applications for the Pennsic War 53 Mentorship Program will open on September 1, 2025, and close on February 1, 2026, to allow ample time for everyone interested to prepare and apply.

Find Out More: There will be two information sessions about the mentorship program scheduled on Wednesdays, July 30 at 1 pm in Pennsic University Tent 13 and August 6 at 2 pm in Tent 12. These sessions will have an incredible amount of information, including experiences from former participants and information from the program coordinator for an all-around look at the program! Any questions or interest can be sent to mentorship@pennsicwar.org.

We are looking forward to another great year of the Pennsic Mentorship Program
and hope to see many new faces participating next year!

ABOUT THE COVER ART—"WELCOME HOME"

The cover art was created by Paddy Shaw as a 18" x 24" oil painting. The design is rooted strongly in Mayor Gunther KegSlayer's mission and theme for Pennsic 52. It was conceived as an architectural composition with organic elements motivated by the unifying philosophical message of equity, diversity, inclusion, and belonging. The iconography is a fusion of Medieval, Renaissance, Pre-Raphaelite, and modern reenactment imagery. The space is divided into forms that echo the Platonic philosophy of geometric shapes as clues to understanding the universe and the soul. Characters are seen through the layers of these frameworks meant to emphasize the different planes of time that Pennsic strives to manifest.

The columns that flank the borders of the painting are loosely based on the mid-15th-century Apprentice Pillar of Rosslyn Chapel. They serve as an introduction to the Pennsic world. The left column represents "Peace Week," and incorporates a scholar atop and a tome or knowledge at the base. It is decorated with Sassafras leaves native to Pennsylvania that are said to symbolize diversity due to the plant's many applications. The right column denotes "War Week," with a medieval warrior upon the capital and a shield at the base. This column is decorated with American elm leaves, also native to Pennsylvania. These leaves are often associated with strength, protection, loyalty, and community.

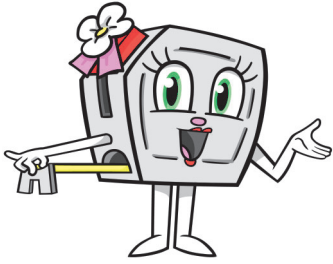
The Earth frescoes in the archway are drawn from 16th- and 17th-century contemporary maps. They are used to welcome people of all nations.

The central figure of the Bard is in the process of making the sign for "inclusion" in American Sign Language, while the Musician on the dais is signing "equity."

In this painting, the Putti (winged infants) in the foreground are the harbingers of Pennsic. Not only does their artistic tradition imbue them with human spirit, joy, celebration, and merriment, but they also serve as heralds of a sort. Here, they are presenting the shields of the key kingdoms of the Pennsic War: Midrealm, Æthelmearc, and East.

Patrick "Paddy" Shaw (SCA: Padraig Shaw) is an artist who resides in Newark, NJ. He has a BFA in Painting from Milwaukee Institute of Art and Design, and an MA in Museum Studies from Seton Hall University. He has had solo exhibits in New York, Tokyo, Ireland, and Miami, among other locations. He currently works as a designer in theater production at Kean University.

ZONING AND PLANNING (LAND)



Representatives of the Division of Zoning and Planning will be in the Great Hall during Land Grab weekend. If you require assistance after that time, please have your Land Agent go to the Land Office Tent (on the southwest corner of the Great Hall), or ask the Watch or Information Point to contact Land Staff to assist you with any concerns about your camping space.

Also see the “Zoning and Planning” section of the Site Rules (page 22) for specifics about land allotment and camping

FOR LAND AGENTS

During Pennsic, Land Agents Must:

- Be available to discuss land issues if Land Staff representatives visit your camp.
- Ensure that your neighbors do not encroach on your allocated space. If there is a problem, please contact the Land Office via the Watch.
- Make sure that the campers in your group do not encroach on your neighbors.
- Notify the Land Office if an emergency requires you, as Land Agent, to leave the site for an extended period of time. You must update the "On Site Rep" field of the land.pennsicwar.org website for your group to ensure that someone you trust is available to make decisions for your group. An On Site Rep must also have an account on land.pennsicwar.org.
- Ensure that all members of your group are following site rules, especially those pertaining to treatment and use of site property. Your group can be penalized for violations (e.g., leaving fires unattended, digging sump holes of inappropriate depth, not filling in sump holes, leaving behind garbage, etc.). **Read the Site Exit Rules on page 25!** It is your duty to communicate and enforce these rules with your group.
- Ensure that all members of your group follow all parking regulations. Failure to do so may result in sanctions against your camping group.

Please also familiarize yourself with the Zoning and Planning Section of the Site Rules (pages 22-23).

If there are problems with your group, the Land Staff will talk to you as the representative of your group to resolve any issues. Where applicable, the Land Staff will hold you to the borders on the Final Block Map that you signed off on.

Entire groups or individual campers who do not cooperate or break the rules may have action taken against them, up to and including removal from the property. Past sanctions have applied to future years' attendance, block assignment, and land square footage allocation.

Planning to become a Land Agent? Visit land.pennsicwar.org for detailed information.

- Every group who wishes to camp at Pennsic must have a Land Agent.
- Land Agents are required to have web access and a working email account.
- Land Agents create an account on the Land website, and register their group each year. They monitor the Land website to check who has registered under their group.
- Land Agents are expected and required to negotiate in good faith with the other Land Agents on their assigned block via email/the internet, prior to arrival at Pennsic.
- For Land Grab, Land Agents (or a designated proxy) must check in between 9:00 am and noon on the first Friday of Pennsic.
- After Land Grab, the Land Agent or a designated “On Site Representative” must be in residence for all of Pennsic. Land that is not roped off or is unattended will be considered abandoned. No “ghost camps” are allowed.

EVENT RESOURCES

REGISTRATION POINT

**Located on Dragon Trace Road
near the Watch and the Food Court**

Pennsic Registration Point (formerly known as “Troll”) is where attendees make their initial entry to Pennsic.

Note that Registration Point will not be open around the clock. **The Point’s operating hours are:**

Friday, July 25:

12 pm to 10 pm (9 am to 12 pm for Land Agents only)

Saturday, July 26 through Wednesday, August 6:

8 am to 10 pm

Registration Point is closed after 10 pm on Aug. 6

When you arrive, please bring your government-issued ID and license plate number for your vehicle/trailer with you to Registration Point. Also, you will need to show proof of SCA membership at the time you check in to get the \$25 member discount.

For full details about items you are required to have at the Point, checking in Children, Escorts for drivers who are not attending Pennsic, and Medallions, **read the “Registration Rules”** on page 18.

Five Important Steps if You Lose Your Medallion

1. First - find the Registration receipt you received, and carry it and photo ID with you at all times.
2. Search your tent/pavilion/blankets. Search the last place that you remember having your medallion. Check your clothes from the evening before. Check the shower and other places where you might have taken the medallion off.
3. If you still cannot find your medallion: bring your gate receipt and photo ID to Registration Point to see if we have the medallion.
4. If we do not have your medallion, we will process your paperwork, and you will receive a special replacement item that you will affix to your body and will NOT be worn on a lanyard or belt.
5. Parents, if your child loses a medallion or bracelet, bring your child and your own photo ID and receipt to Registration Point. Replacement ID band or medallions will only be issued to minors who are accompanied by their own parent or legal guardian.

If you find a medallion, please bring it immediately to Registration Point, or, after hours, to the Watch Tent. Medallions may not be reclaimed from the Watch; check with Registration when they reopen.

NEWCOMERS’ POINT

**Located in the Town Hall tent, across from the
Bathhouse, by the Cooper’s Ice Store.**

Are you new to the SCA? Is this your first Pennsic? Is this your first event?

Pennsic is the largest event in the SCA, and it can be overwhelming for someone new. We have several options to help you get settled in and answer questions you may have.

NEWCOMERS’ POINT TENT

is a place where Newcomers can sit down, grab some water, ask questions, and learn more about Pennsic and the SCA in general. We can also help you get involved with your local group after Pennsic.

Newcomers Point Hours:

9 am to 5 pm, Sun, July 27, through Wed, August 6.

NEWCOMERS’ CLASSES AT PENNSIC UNIVERSITY

Every year we offer a special track of classes for Newcomers. These classes will mostly be geared towards those who are new to the SCA and Pennsic.

A Pennsic 101 class will be held on July 29, 30, August 1, 3, 4, from 2 to 3 pm each day in University tent #6. Feel free to bring drinks, snacks, and questions!

Newcomer’s Tour of Pennsic - meet at Tent #6 on July 28 at 11 am for a walking tour, and visit important Pennsic landmarks. Motorized scooters are welcome.

Visit thing.pennsicuniversity.org to find **all our classes** — Search topic: Newcomers or Location: Tent #6.



THING

NEWCOMERS’ GATHERING: Tuesday, August 5 at 6:30 pm in Midrealm Royal Camp (block W01).

VOLUNTEERING

For those who are not new to Pennsic, if you can give a little of your time to support our activities, we would be incredibly appreciative! Let’s work together to make this Pennsic amazingly special for Newcomers. Stop by Newcomers’ Point to volunteer.

ACCESSIBILITY ASSISTANCE

Located in the Town Hall tent, across from the Bathhouse, by the Cooper's Ice Store

On Friday, July 25, we will be in the Great Hall from 8 am to 5 pm. After that, we will be in Town Hall daily from 9 am to 5 pm, through Thursday, August 7.

Accessibility Assistance is in charge of:

- Accessibility Camping (requires pre-registration)
- Electrical Recharging for Medical Devices and Scooters (requires registration in advance or on site)
- Service Animals/Dog Run (see page 24)

Please see pages 23-24 of the Rules for more details about Accessible Camping, Electrical Charging, & Service Animals, and Site Rule #14 about Electric Conveyance Vehicles (scooters).

Volunteers: If you use our services and have some free time, please come and volunteer. You can charge your cell phone or any device while you are with us!

DISABILITY PARKING:

Please familiarize yourself with Traffic & Parking/ Parking Lot rule #6. Briefly:

- Disability parking is a first-come, first-served commodity.
- Vehicles must have a marked (license plate or hang-tag) indicator of authority to use these parking areas, or they will be subject to immediate towing.
- No personal mobility devices may be left in disability parking to "hold" a space. Areas adjacent to disability lots will be provided for you to leave any personal mobility device.
- Trailers may not be parked in disability parking.

We are **not** in charge of, but may assist with:

Accessible Porta-Johns: in previous years, accessible Porta-Johns were relocated in response to requests. This is no longer the case. We work with Mr John to distribute them across the site to ensure that all have equal access to needed facilities. Nighttime access to Porta-Johns can prove particularly difficult for individuals, so it is worth considering an in-tent camping toilet.

Transportation: Accessibility Assistance does not offer point-to-point golf cart transportation. There are several bus routes around Pennsic. (See page 30 for route and schedule information.)

VOLUNTEER OPPORTUNITY: ACCESSIBILITY ASSISTANCE COORDINATOR FOR PENNSIC 53/54

Role and responsibilities: This position will assist Deputy Mayor Event Resources with organizing accessible camps and services for Pennsic. The intent is to serve PW52 as deputy and PW53 and PW54 as coordinator, but this position is not guaranteed.

My goal in taking on this office was to offer transparency and to respond honestly to those who use these services. I am likewise seeking an individual who wishes to continue the work of interfacing between the CLC staff, other Pennsic departments, and the many individuals who need assistance to make their Pennsic experience possible.

The office of Accessibility Assistance is responsible for the set-up of the Accessibility Information Point, the set-up of the charging stations, and the layout of the Accessible Camping area.

The successful candidate will need to have some familiarity with the Google work environment as Google forms and spreadsheets are used to organize this office. Training will be provided to bring you up to speed with technology.

Applicants for Pennsic War staff must be willing and able to arrive for early-in at Pennsic. Thursday before land grab is ideal.

Contact me at accessibility@pennsicwar.org if you are interested, so that we can have a chat. Please do not send me your SCA resume.

Mistress Helewyse de Birkestad

BUS ROUTES / BUS TRACKER

Three different buses run at Pennsic: 1) the Main Loop, 2) an Accessible bus on the Main Loop, and 3) the West (B-block/Archery) Loop. The Main and West Loops are indicated on the campground map.

Scan the QR code to access the [Bus page on PennsicWar.org](https://www.pennsicwar.org). It has links to trackers for the 3 buses. In the trackers, bus locations are updated every 3 minutes.



BUS TRACKER

NOTE: For the first week of Pennsic, only 1 or 2 buses are running, and they cover both routes. Please be patient.

For everyone's safety, all War attendees are asked to **PLEASE GET OUT OF THE WAY OF THE BUSES**. Vehicles that block bus routes are subject to immediate towing.

During past wars, we have nearly lost bus service because of parked cars blocking the bus routes, or pedestrians who do not allow buses to pass. This is especially a problem on the narrow roads in the Bog. If bus service is to continue, please be considerate and move out of the way of the bus.

HERALDS' POINT

**Located at the intersection of Low Road and the Great Eastern Highway
(next to the Playground, near the Town Hall tent)**

At Heralds' Point, you can consult on names and armory for use in the SCA. Our Heralds can assist you with names, devices, badges, household names, just about any kind of book heraldry. We will help research, check for conflicts, draw up the forms and armory, and ship it off to your kingdom submissions herald. You pay your normal kingdom submissions fee, plus a small amount for copying costs.

Note that you will need to come back to the Point to pick up and pay for your submission.

If you need help with a branch submission or something complicated, please come to the Point as early in the War as you can, and ask to make an appointment.

Hours: Heralds' Point will be open for consultation from Wednesday, July 30, to Wednesday, August 6. Hours are 11:00 am to 5:00 pm on most days; and sign-in stops an hour before we close. Please stop by Heralds' Point for the full schedule.

On the last Thursday we are open for pickups only, from 11:00 am to 2:00 pm.

- **VOLUNTEERS** are always welcomed. We need Greeters, warranted Exchequers, Artists/Colorers, and folks for general administrative duties, as well as consulting heralds.
- **HERALDIC CLASSES** are offered through Pennsic University.

Known World Heralds Meet & Greet, Sunday, August 3, 6:00 pm - Join your fellow heralds for a gathering at Heralds' Point. There will be warm conversation and, of course, food! This gathering is open to all heralds of the Known World.



ARE YOU TRYING TO FIND WHERE A GROUP IS CAMPING?

An alphabetical list of camping groups, and a list of the groups on each block are online at land.pennsicwar.org/maps/pennsic-groups.pdf

Information Point (in Town Hall, by the Coopers' Ice Store) will have the list.

The Watch Tent (across from Registration Point) will have the list as well as an oversized map of the campground showing groups' locations.



GROUP LIST

EVENT SAFETY

The Event Safety Division includes The Watch, First Aid Point, and Traffic & Parking.

We are here to support you in having a memorable event. Here are some quick highlights to ensure that you have a problem-free vacation:

- Read all the Site Rules & Policies, as they are intended to keep everyone safe.
- Remember to keep track of your children and belongings.
- Report any suspicious behavior to any Pennsic staff member.
- Follow all Traffic and Parking rules. Remember, roadways must always stay open for emergency vehicles.
- Ensure you leave no fires unattended.
- Stay hydrated, and use sunscreen!

Please remember the ideals of our Society and treat each other with courtesy and respect. Event Safety looks forward to assisting you in whatever way we can, and greatly appreciates your support in helping us make this a safe and fun vacation for everyone.

THE WATCH

Located across from Registration Point, at the corner of Dragon Trace and Brewer's Road

WATCH POINT IS OPEN 24 HOURS A DAY

If you are experiencing an emergency (police, fire, or medical), call 911. Inform the dispatch that you are at Cooper's Lake Campground in Worth Township, and give your campsite name and block.

Watch Point provides on-site coordination of Watch activities.

Please feel free to visit Watch Point with any questions or concerns you have. If you need to reach The Watch and cannot make it to Watch Point, you may contact us at the non-emergency phone number: **(571) 629-1853**.

Attendees who wish to make a complaint concerning the misconduct of another attendee will be offered assistance in contacting the Seneschals, Cooper's Lake Campground management, or the Police.

Volunteers: We welcome volunteers for cart and foot patrols and some support positions at Watch Point. Stop by and sign up. You must be 18 years of age or older to volunteer for patrol shifts. If you wish/need to operate a golf cart, you will also be required to show a valid driver's license and sign a golf cart agreement.

The Watch functions to ensure the safety of Pennsic attendees by resolving problems and enforcing site rules. The essence of the Watch's function is analogous to a modern "Neighborhood Watch" and functions for the purposes of observation and report. The head of the Watch appoints and manages additional volunteer staff to ensure function of the department.

The Watch is not a security service and does not conduct any form of security function. The Watch is a "see and report" function to aid Pennsic staff, the SCA, and CLC management in making decisions on the safe operation of the event, and to assist attendees in need of aid or information on compliance with site rules.

The Watch does not conduct investigations based on reports it receives. Instead, the Watch strives to provide appropriate information and assistance to attendees. When an activity is observed or reported to the Watch which constitutes a violation of Pennsic policies or rules, the Watch may recommend or work in connection with the Mayor's office to sanction an attendee up to and including ejection from site. The Watch may provide additional information to the SCA, CLC management, and appropriate authorities.

FIRST AID POINT / EMS

Located next to The Watch Tent at the corner of Brewers' Road and St. Lawrence Way

FIRST AID POINT IS OPEN 24 HOURS A DAY

IN CASE OF MEDICAL EMERGENCY: If you need an in-camp emergency response, dial 911 and notify the dispatch that you are at Cooper's Lake Campground in Worth Township. Provide the campsite name, block, and the nearest Pennsic road intersection. Have someone waiting at that intersection to direct emergency personnel.

Services Available

- All services are provided free of charge.
- The Point is staffed by Ross/West View EMS personnel, who are on-site 24 hours a day for the duration of the event. Doctors from Allegheny General Hospital are generally on-site from 9:00 am to 6:00 pm.
- Medical providers can provide treatment for both minor and more serious illnesses and injuries.
- If it is determined that the condition is life threatening, or that it is in the patient's best interest to be seen in an emergency room, then the patient may be taken by ambulance to the most appropriate facility.
- Patients with less urgent injuries or chronic illnesses will be evaluated and given the option as to appropriate care.
- **Over-the-counter medications, sunscreen, and medical supplies are not available at First Aid Point.** Some of these items can be purchased at the Cooper's Lake Camp Store.

Self-Service Items Available at First Aid Point:

- Hand washing stations
- Adhesive bandages
- Ice packs
- Triple-filtered drinking water
- Misting tent

Treatment of Minors

Life-threatening injuries and illnesses will always be treated. However, the Commonwealth of Pennsylvania does not allow medical personnel to treat minors for minor illnesses or injuries unless a parent or legal/notarized guardian is present. In any event, if you are in doubt, medical staff will evaluate the patient and will assist in making that determination.

For Those With Existing Medical Conditions

If you have a medical condition of which EMS personnel should be aware, we strongly recommend that you always wear a commercially available Medical Notification/Alert bracelet or necklace. Additionally, you should always carry any prescribed emergency medications with you. Carefully plan your medication needs prior to arriving at Pennsic. Prescriptions that are written out of state may not be able to be filled in Pennsylvania, and on-site doctors are not generally able to write prescriptions for existing medical conditions.

Note: The Pennsic War cannot provide refrigeration service for individuals needing storage of medications. If you must bring sensitive medicines that need refrigeration, please take that into consideration when making your Pennsic plans.

Suggestions for a Safe and Healthy Pennsic

- Hydrate often with non-caffeinated, non-alcoholic liquids.
- Apply sunscreen often.
- Carry emergency medications with you and wear a medical alert tag.
- Sanitize, sanitize, sanitize! This includes food preparation. Wash your hands frequently.
- Keep lids closed on toilets to discourage disease-carrying flies. This also reduces odors, as the Porta-Johns are designed to vent through an exhaust pipe that runs to the roof.

Above all else, bring your common sense to Pennsic!

FILTERED WATER STATIONS

We all want a well-hydrated populace at Pennsic.



Potable water for the public is available at a number of Filtered Water Stations, noted on the campground map by a droplet. These stations will also display banners with green water droplets. Hoses for your use will be attached to the water stations. Please do not add or remove hoses without permission.

The water stations are maintained throughout War by volunteer staff. Thank you for helping by being considerate of our volunteers, each other, and the Earth when you use our stations.

TRAFFIC AND PARKING ENFORCEMENT

Traffic and Parking Enforcement is a critical part of Event Safety. They help ensure vehicles are safely operated and, more critically, parked in a manner in compliance with both the spirit and intent of the event rules.

Parking Enforcement's primary function is to oversee and enforce the Parking and Traffic rules. Please take a moment to **FAMILIARIZE YOURSELF WITH ALL THE RULES** concerning Traffic, Parking, the Parking Lot, and Towing in this Guide and online prior to the event.

ROAD CLOSURES: Conditions at the site are variable and highly contingent on weather conditions. If roads or parking lots become impassable, it may become necessary to restrict traffic in certain parts of the site. In those cases, notification will be provided online via the Pennsic War website. In addition, markers and indicators may be posted on roads and in parking areas to inform attendees. If roads or parking areas are closed, please do not operate vehicles in those areas except in emergencies.

TOWING: Please read the Site Rules about Towing! Vehicles which are improperly parked or are in violation of any site rule or site policy are subject to immediate towing without any prior notice.

If your vehicle has been towed: The Watch maintains a list of all towed vehicles and which towing company is holding the vehicle. If you need contact information for the company, please contact The Watch.

If your vehicle breaks down or is stuck in the middle of a road or parking area, notify the Watch immediately to avoid being towed.

TOWN HALL / INFORMATION SERVICES

The Town Hall tent is across from the Bathhouse near the Cooper's Ice Store.
It houses Information Point, Lost & Found, Town Criers,
Accessibility Assistance, and Newcomers' Point.

INFORMATION POINT

Table in Town Hall
Open daily from 9:00 am - 6:00 pm
starting on Friday, July 25
Closing at noon on Friday, August 10

We are the folks who have the answers or will help you get them. If you have a question about Pennsic, please start by coming to Info Point. We can help you:

- Find out where a group is camping
- Get directions to the different Pennsic activities
- Locate a specific merchant, or a type of merchant
- Find stores/services in town
- Get the up-to-date Pennsic schedules
- Purchase a paper copy of the Pennsic Event Guide
- Get the local weather forecasts

TOWN CRIERS

Table in Town Hall
Open Wednesday, July 23 to Friday, August 10

The Pennsic Town Criers post information once per day on the 26 signboards located throughout the town areas of Pennsic - in the Food Court and at many of the bus stops and intersections around the campground. This includes daily updates from the Mayor, official event notices, and bus routes.

Postings for the boards can be dropped off at the Town Criers table or at Information Point.

Please do not remove the notices or maps from the boards! Instead, take a photo for reference.

Volunteers: We can always use help posting info on the signboards, as well as putting together the daily updates. Please stop by the Town Crier table in Town Hall. We have a cool, shaded area and charging points you can use while you volunteer.

LOST & FOUND

Table in Town Hall

Open daily from 9:00 am to 6:00 pm (until noon on Saturday, August 11)

LOST ITEMS:

- Check with Lost & Found at Town Hall to see if your belongings have been turned in. They will also have items from last Pennsic that were turned in.
- If you have lost your medallion, check with Registration Point when they are open.
- After hours: Please wait until Lost & Found opens in the morning. Exceptions: If you have LOST a Phone, a Wallet containing Identification, Vehicle Keys, or Medications, please report it at the Watch Tent.
- Please put identification on important objects. This will help us get them back to you sooner. We suggest you set the Lock Screen on your phone to display your modern name during Pennsic.
- Tradition holds that if you are reunited with your lost item, you work a shift at Lost & Found as a thank you.

FOUND ITEMS:

- Please turn in found items at Lost & Found.
- If you find a medallion, please bring it immediately to Registration Point or, if they are closed, to the Watch Tent.
- After hours: Please bring the item in when we open in the morning. Exceptions: If you have FOUND a Phone, Wallet containing Identification, Vehicle Keys, or Medications outside of Lost & Found hours, please take them to the Watch Tent.
- Found Items are held for pick-up through the end of this Pennsic, and then put away in storage until next year. After being unclaimed for 2 Pennsics, they are turned over to the Lost & Found Auction at the next War.

BATTLEFIELD ITEMS: Swords, armor, etc., left on the field will be taken to the Inspections Point tent, and later to the Lost & Found table in Town Hall. Please check there for your lost belongings.

Any non-martial items (mugs, umbrellas, and the like) left on the field will be brought directly to Lost & Found.

LOST & FOUND AUCTION: will be held in the Great Hall on Wednesday, August 6, at 2:00 pm.

- This year's auction will have items found at Pennsic 50 and earlier.
- Cash purchases only; bidders must register with the auction clerk.



PENNSIC HISTORY WHAT ARE "PEACE WEEK" AND "WAR WEEK" ?

Pennsic War runs over 3 weekends, starting on a Friday with "Land Grab." War is officially declared at Opening Ceremonies on Saturday of the middle weekend. The following week is called "War Week" because all the War Point competitions take place during that time.



The early Pennsic Wars ran for just a weekend, and later became a week-long event. When Pennsic initially expanded to two weeks, the first week was more lightly attended and had fewer official activities taking place. This quieter time was commonly called "Peace Week." As time went on, the first week of Pennsic came to have more and more University classes, dances, tourneys, family activities, and other events scheduled. These days, you will see that by the end of Peace Week most Pennsic attendees will have arrived.

BATTLEFIELD SCHEDULE

MONDAY, JULY 28

9:00 am - 1:00 pm	Thrown Weapons Range Set-Up (Comb:TW)	Thrown Weapons Populace Range
9:30 am - 12:30 pm	Archery Range Set-Up (Comb:A)	Archery Field
12:30 pm - 1:30 pm	Archery Marshal and MIT Orientation (Comb:A)	Archery Marshals Tent
2:00 pm - 3:30 pm	Archery: Opening Round (Comb:A)	Blue Archery Field

TUESDAY, JULY 29

8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier Field
9:00 am - 11:00 am	Archery: Casimir's Clout Contemplation (Comb:A)	White Archery Field
9:00 am - 1:00 pm	Thrown Weapons Range Set-Up (Comb:TW)	Thrown Weapons Populace Range
11:00 am - 1:00 pm	Shooting a Crossbow: Archery (Mrtl)	Blue Archery Field
12:00 pm - 1:30 pm	KW Thrown Weapons Marshals: Opening Meeting (Comb:TW)	Thrown Weapons Teaching Tent
12:00 pm - 4:00 pm	Coaches' Corner Fight Practice (Comb:H)	Armored List
5:00 pm - 6:00 pm	Youth Rapier Family Meet and Greet (Mtg)	Youth Rapier List

WEDNESDAY, JULY 30

8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier Field
9:00 am - 11:00 am	Archery: Casimir's Clout Contemplation (Comb:A)	White Archery Field
9:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
9:00 am - 1:00 pm	Thrown Weapons Range Set-Up (Comb:TW)	Thrown Weapons Populace Range
9:00 am - 11:00 am	Handbow Coaching: Beginner Through Intermediate (Comb:A)	Blue Archery Field
10:00 am - 11:00 am	Archery Marshal and MIT Orientation (Comb:A)	Archery Marshals' Tent
11:00 am - 3:00 pm	Peace Week Archery Practice (Comb:A)	Archery Field
11:00 am - 12:00 pm	Beginner Archery (Mrtl)	Blue Archery Field
11:00 am - 1:00 pm	Shooting a Crossbow: Archery (Mrtl)	Red Archery Field
11:00 am - 2:00 pm	First Day Youth Heavy List Battlefield Games (Comb:Y)	Youth Combat List
12:00 pm - 4:00 pm	Coaches' Corner Fight Practice (Comb:H)	Armored List
2:00 pm - 3:00 pm	Beginner Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range

THURSDAY, JULY 31

8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier Field
8:30 am - 11:00 am	Morning Skills and Sparring (Comb:Y)	Youth Combat List
9:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
9:00 am - 10:00 am	Baroness's Bauble Bonanza (Comb:A)	Gold Archery Field
9:00 am - 11:00 am	Handbow Coaching: Beginner Thru Intermediate (Comb:A)	Blue Archery Field
10:00 am - 11:00 am	Beginner Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
10:00 am - 11:00 am	Focus Mitt Hitting (Mrtl)	Armored List
10:00 am - 12:00 pm	Early Bird Tournament 19 (Comb:R)	Rapier Field
11:00 am - 3:00 pm	Peace Week Archery Practice (Comb:A)	Archery Field
11:00 am - 1:00 pm	Shooting a Crossbow: Archery (Mrtl)	Blue Archery Field
12:00 pm - 4:00 pm	Coaches' Corner Fight Practice (Comb:H)	Armored List
1:00 pm - 2:00 pm	SCA Steel and Harnischfechten Meet-and-Greet (Mtg)	Steel Combat
1:00 pm - 2:00 pm	Coconut Hunt Practice (Comb:TW)	Thrown Weapons Tournament Range
2:00 pm - 3:00 pm	Middle Kingdom: Barony of Rivenstar's Lava Tourney (Comb:Y)	Youth Rapier List
2:00 pm - 5:00 pm	SCA Steel Combat and Harnischfechten Experiment	Steel Combat

FRIDAY, AUGUST 1

8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier Field
8:30 am - 11:00 am	Morning Skills and Sparring (Comb:Y)	Youth Combat List
9:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
9:00 am - 11:00 am	Pennsic Flight Shoot (Comb:A)	Archery Field
10:00 am - 1:00 pm	13th Annual Rapier Poker Tournament (Comb:R)	Rapier Field
10:00 am - 11:00 am	Youth Axe-Throwing Instruction (Comb:TW)	Thrown Weapons Teaching Range
10:00 am - 11:00 am	Focus Mitt Hitting (Mrtl)	Armored List
10:00 am - 11:00 am	Starfish Tournament (Comb:TW)	Thrown Weapons Tournament Range
11:00 am - 3:00 pm	Peace Week Archery Practice (Comb:A)	Archery Field
11:00 am - 12:00 pm	Beginner Archery (Mrtl)	Blue Archery Field
11:00 am - 12:30 pm	Thumb-Ring Archery (Comb:A)	Gold Archery Field
11:00 am - 12:30 pm	Boar! (Comb:TW)	Thrown Weapons Tournament Range
12:00 pm - 4:00 pm	Coaches' Corner Fight Practice (Comb:H)	Armored List
1:00 pm - 2:00 pm	Beginner Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
1:00 pm - 4:00 pm	SCA Steel Combat and Harnischfechten Experiment	Steel Combat
1:00 pm - 2:00 pm	Coconut Hunt Practice (Comb:TW)	Thrown Weapons Tournament Range
1:00 pm - 5:00 pm	Siege Inspection (Comb:H)	Inspection Point
2:00 pm - 3:00 pm	Youth Combat: Stretching and Conditioning (Comb:Y)	Youth Rapier List
3:00 pm - 4:00 pm	Archery Marshal and MIT Orientation (Comb:A)	Archery Marshals' Tent
3:00 pm - 4:00 pm	Individual Battlefield Awareness (Comb:R)	Rapier Field
3:30 pm - 5:30 pm	War Herald's Challenge (Hldry)	Fort

SATURDAY, AUGUST 2

8:30 am - 11:00 am	Morning Skills and Sparring (Comb:Y)	Youth Combat List
9:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
9:00 am - 12:00 pm	Battle for La Rochelle (Comb:R)	Fort
10:00 am - 12:00 pm	Viking Pillage Tournament (Comb:TW)	Thrown Weapons Tournament Range
10:00 am - 4:00 pm	Ullr's Games: A Known World Archery Challenge (Comb:A)	Archery Field
10:00 am - 11:00 am	Beginner Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
10:00 am - 1:00 pm	Known World Novice Tournament (Comb:H)	Armored List Blue
12:00 pm - 1:00 pm	Using a Sling in the SCA (Comb:TW)	Thrown Weapons Teaching Range
12:00 pm - 3:00 pm	Known World Baronial Rapier Champions' Tourney (Comb:R)	Armored List Green
12:00 pm - 1:00 pm	Siege 101 (Comb:H)	Inspection Point
1:00 pm - 3:00 pm	Kamikaze Battle (Comb:H)	Fort
1:00 pm - 2:00 pm	Thrown Weapons Poker Tournament (Comb:TW)	Thrown Weapons Tournament Range
1:00 pm - 5:00 pm	Siege Inspection (Comb:H)	Inspection Point
2:00 pm - 3:00 pm	The Battle of Tortuga (Rapier) (Comb:R)	Rapier Field
2:00 pm - 3:00 pm	Authorizations for TOD in Youth Sparring Rapier (Comb:Y)	Youth Rapier List
2:00 pm - 4:00 pm	Polynesian Coconut Hunt (Comb:TW)	Thrown Weapons Tournament Range
3:00 pm - 4:30 pm	Stab-and-Gab Rapier Gathering (Comb:R)	Rapier Field
3:00 pm - 5:00 pm	Period Black Powder Firearms: Safety and Handling (Mrtl)	Gunnery Point on Mt Eislinn

SATURDAY, AUGUST 2

3:00 pm - 4:00 pm	Advanced Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
4:00 pm - 5:30 pm	KW Thrown Weapons Marshals: Opening Meeting (Comb:TW)	Thrown Weapons Teaching Tent
5:00 pm - 7:00 pm	Archery Champions' Practice (Comb:A)	Archery Field
7:00 pm - 8:30 pm	Opening Ceremonies (Event)	Fort
8:00 pm - 1:00 am	Kara and Tarl's Wedding. (SCA)	Fort Tower West

SUNDAY, AUGUST 3

8:00 am - 11:00 am	Period Archery Shoot (Other)	White Archery Field
9:00 am - 10:00 am	Thibault's Academy of the Sword Applied to SCA (Mrtl)	Rapier List 3
9:00 am - 10:30 am	Thrown Weapons MIT: Part 1 (Comb:TW)	Thrown Weapons Teaching Tent
9:00 am - 12:00 pm	YR Open Hours (Comb:Y)	Youth Rapier List
9:00 am - 11:00 am	War Week Archery Practice (Comb:A)	Archery Field
9:00 am - 11:00 am	Archery: Heroic Head-to-Head War Point Shoot (Comb:A)	Blue Archery Field
10:00 am - 4:00 pm	Thrown Weapons Populace War Point (Comb:TW)	Thrown Weapons Populace Range
10:00 am - 3:00 pm	Champions' Day (Comb:WP)	Battlefield
11:00 am - 12:00 pm	KW Baronial Archery Shoot Set-up (Comb:A)	Blue Archery Field
11:00 am - 5:00 pm	Archery Populace War Point Shoot (Comb:A)	Archery Field
11:00 am - 12:00 pm	How to Teach Youth to Throw (Comb:TW)	Thrown Weapons Teaching Tent
11:00 am - 1:00 pm	Kinetic Tournament (Comb:TW)	Thrown Weapons Tournament Range
12:00 pm - 1:00 pm	Archery Marshal and MIT Orientation (Comb:A)	Archery Marshals' Tent
12:00 pm - 2:00 pm	Known World Baronial Archery Champions' Tourney (Comb:A)	Blue Archery Field
12:00 pm - 1:00 pm	Making, Care and Feeding of Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Tent
12:00 pm - 3:00 pm	SCA Steel Combat and Harnischfechten Experiment	Steel Combat
1:00 pm - 3:00 pm	Youth Combat Marshal Collegium: Marshaling (Comb:Y)	Youth Combat List
1:00 pm - 2:00 pm	Making a Braided Sling (Comb:TW)	Thrown Weapons Teaching Tent
1:00 pm - 3:00 pm	Youth Rapier Marshal Collegium (Comb:Y)	Youth Rapier List
1:00 pm - 3:00 pm	Inside Out Tournament (Comb:TW)	Thrown Weapons Tournament Range
1:00 pm - 5:00 pm	Siege Inspection (Comb:H)	Inspection Point
2:00 pm - 3:00 pm	Fighting I.33 on the SCA Fencing Field (Comb:R)	Rapier List 3
2:00 pm - 3:00 pm	Beginner Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
3:00 pm - 4:00 pm	I.33 Tournament (Comb:R)	Rapier List 3
3:00 pm - 4:00 pm	Youth Marshal Meet-and-Greet (Comb:Y)	Youth Combat List
3:00 pm - 4:00 pm	Youth Rapier Marshal Meet-and-Greet (Comb:Y)	Youth Rapier List
3:00 pm - 5:00 pm	Harnischfechten Experiment Deed of Arms (Combat:Steel)	Steel Combat
3:00 pm - 5:00 pm	Intercollegiate Tournament: Thrown Weapons (Comb:TW)	Thrown Weapons Tournament Range
5:00 pm - 7:00 pm	Archery Champions' Practice (Comb:A)	Archery Field
5:30 pm - 8:00 pm	Kingdom Champions' Teams Tryouts (Comb:TW)	Thrown Weapons Tournament Range
6:00 pm - 8:00 pm	Combat of the Thirty (Comb:H)	Battlefield North
6:00 pm - 8:00 pm	Night with Knights (Comb:Y)	Youth Combat List
6:00 pm - 9:00 pm	Helgaball (Event)	Battlefield West

Battlefield Schedule

MONDAY, AUGUST 4

8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier Field
8:30 am - 11:00 am	Morning Skills and Sparring (Comb:Y)	Youth Combat List
9:00 am - 11:00 am	War Week Archery Practice (Comb:A)	Archery Field
9:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
9:00 am - 10:00 am	Thibault's Academy of the Sword Applied to SCA (Mrtl)	Rapier List 3
9:00 am - 11:00 am	Thrown Weapons MIT: Part 2 (Comb:TW)	Thrown Weapons Teaching Tent
10:00 am - 11:00 am	Archery Marshal and MIT Orientation (Comb:A)	Archery Marshals' Tent
10:00 am - 12:00 pm	Atlantian Five Person Rapier Tournament (Comb:R)	Rapier Field
10:00 am - 11:30 am	Thumb-Ring Archery (Comb:A)	Gold Archery Field
10:00 am - 11:00 am	Hitting Fast but not Hard in Rapier (Comb:R)	Rapier List 3
10:00 am - 4:00 pm	Thrown Weapons Populace War Point (Comb:TW)	Thrown Weapons Populace Range
10:00 am - 12:00 pm	Armored Bridge Battle (Comb:WP)	Battlefield
10:00 am - 12:00 pm	Intercollegiate Tournament: Rapier (Comb:R)	Rapier List 5
11:00 am - 5:00 pm	Archery Populace War Point Shoot (Comb:A)	Archery Field
11:00 am - 12:00 pm	Fair and Fun Thrown Weapons Tournament: Discussion	Thrown Weapons Teaching Tent
11:00 am - 1:00 pm	Thrown Weapons Bear Pit Tournament (Comb:TW)	Thrown Weapons Tournament Range
11:30 am - 12:30 pm	Beginner Archery (Mrtl)	Blue Archery Field
1:00 pm - 3:00 pm	Turkish Puta Run (Mrtl)	Blue Archery Field
1:00 pm - 3:00 pm	Blue Feather Rainbow Fling (Comb:TW)	Thrown Weapons Tournament Range
1:00 pm - 4:00 pm	SCA Steel Combat and Harnischfechten Experiment	Steel Combat
1:00 pm - 3:00 pm	Rapier Castle / City Watch Battle (Comb:WP)	Battlefield
1:00 pm - 3:00 pm	Intercollegiate Tournmant: Armored (Comb:H)	Armored List
2:00 pm - 4:30 pm	Æthelmearc Adult/Youth Armored Tag Team Tourney	Youth Combat List
2:00 pm - 3:00 pm	Advanced Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
3:00 pm - 4:00 pm	Company of Saint Jude C & T Pole Weapon Tourney (Comb:R)	Rapier List 3
3:00 pm - 4:30 pm	Axe Continuous-Throw Tournament (Comb:TW)	Thrown Weapons Tournament Range
3:00 pm - 4:00 pm	Beginner Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
3:00 pm - 5:00 pm	The Shot of Odysseus. Testing the Odyssey Account. (Comb:A)	Blue Archery Field
3:00 pm - 5:00 pm	Armored 10-Person Team Round-Robin Tournament (Comb:WP)	Battlefield
4:00 pm - 5:00 pm	Dance/Fight! Cross Training in Fencing and Dance (Mrtl)	Rapier List 4
5:00 pm - 7:00 pm	Archery Champions' Practice (Comb:A)	Archery Field
5:30 pm - 8:00 pm	Kingdom Champions' Teams Tryouts (Comb:TW)	Thrown Weapons Tournament Range
5:30 pm - 8:30 pm	Vigil for Durin Bastian for The Order of the Mark (Other)	Fort Tower East
6:00 pm - 7:00 pm	Youth Rapier Family Meet and Greet (Mtg)	Youth Rapier List
7:30 pm - 8:30 pm	Twilight Light Saber Tourney (Comb:Y)	Youth Rapier List
8:00 pm - 9:00 pm	Memorial Gathering for Mistress Morgana (Event)	Armored List

*These schedules were generated on May 29. For an up-to-date list and
detailed descriptions visit Thing.PennsicUniversity.org
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TUESDAY, AUGUST 5

8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier Field
8:30 am - 11:00 am	Morning Skills and Sparring (Comb:Y)	Youth Combat List
9:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
9:00 am - 10:00 am	Thibault's Academy of the Sword Applied to SCA (Mrtl)	Rapier List 3
10:00 am - 2:00 pm	Archery Champions' Shoot (Comb:A)	Archery Field
10:00 am - 12:00 pm	Known World Rapier Cadet Tournament (Comb:R)	Rapier Field
10:00 am - 12:00 pm	KW Baronial Champions' Thrown Weapons Tournament	Thrown Weapons Tournament Range
10:00 am - 4:00 pm	Thrown Weapons Populace War Point (Comb:TW)	Thrown Weapons Populace Range
10:00 am - 12:00 pm	Rapier Spear Tournament (Comb:R)	Rapier List 5
10:00 am - 11:00 am	Beginning Fabris' Scienza d'Arme (Comb:R)	Rapier List 3
11:00 am - 1:00 pm	Armored Woods Battle (Comb:WP)	Woods
11:00 am - 12:00 pm	Fabris' Cloak (Comb:R)	Rapier List 3
12:30 pm - 4:30 pm	Knowne Worlde Baronial Championship Tournament (Comb:Y)	Youth Combat List
1:00 pm - 2:30 pm	Thrown Weapon Accessibility Discussion/Instruction	Thrown Weapons Teaching Tent
1:00 pm - 3:00 pm	Master Magnus' Mystery Tournament (Comb:TW)	Thrown Weapons Tournament Range
1:00 pm - 4:00 pm	SCA Steel Combat and Harnischfechten Experiment	Steel Combat
2:00 pm - 3:00 pm	Youth Combat: Stretching and Conditioning (Comb:Y)	Youth Rapier List
2:00 pm - 5:00 pm	Archery Populace War Point Shoot (Comb:A)	Archery Field
2:00 pm - 3:00 pm	Throwing Diagnostics (Comb:TW)	Thrown Weapons Teaching Range
2:00 pm - 3:30 pm	Rapier Woods Battle (Comb:WP)	Woods
3:00 pm - 4:00 pm	Youth Axe-Throwing Instruction (Comb:TW)	Thrown Weapons Teaching Range
3:00 pm - 5:00 pm	Heckler's Tourney (Comb:TW)	Thrown Weapons Tournament Range
4:00 pm - 5:00 pm	Atlantian KW Squires' Tourney (Comb:H)	Armored List
4:00 pm - 5:00 pm	Company of Saint Jude C & T 2-Handed Sword Tourney	Rapier List 3
4:00 pm - 5:30 pm	The Showcase Invitational Rapier Tournament (Comb:R)	Rapier List 5
7:00 pm - 8:00 pm	Authorizations for TOD in Youth Sparring Rapier (Comb:Y)	Youth Rapier List

WEDNESDAY, AUGUST 6

8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier Field
8:30 am - 11:00 am	Morning Skills and Sparring (Comb:Y)	Youth Combat List
9:00 am - 11:00 am	War Week Archery Practice (Comb:A)	Archery Field
9:00 am - 11:00 am	Tournament of Defense for Youth Rapier (Comb:Y)	Youth Rapier List
9:00 am - 10:30 am	Throwing Tournament for the Physically Challenged (Comb:TW)	Thrown Weapons Tournament Range
9:00 am - 10:00 am	Dance/Fight! Cross Training in Fencing and Dance (Mrtl)	Rapier List 4
10:00 am - 1:00 pm	Ansteorra Rapier Tournament (Comb:R)	Rapier Field
10:00 am - 11:30 am	The Tadcaster Militia Gauntlet Arcade Extravaganza (Comb:R)	Rapier List 5
10:00 am - 12:00 pm	By-the-Book Historical Fencing Tournament (Comb:R)	Rapier List 3
10:00 am - 11:30 am	Thumb-Ring Archery (Comb:A)	Gold Archery Field
10:00 am - 11:00 am	Beginner Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
10:00 am - 4:00 pm	Thrown Weapons Populace War Point (Comb:TW)	Thrown Weapons Populace Range

WEDNESDAY, AUGUST 6

10:00 am - 12:00 pm	Combat Archery and Siege Battles (Comb:WP)	Battlefield
11:00 am - 5:00 pm	Archery Populace War Point Shoot (Comb:A)	Archery Field
11:00 am - 4:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
11:00 am - 12:00 pm	Beginning Spear (Comb:TW)	Thrown Weapons Teaching Range
11:00 am - 1:00 pm	Estrogen and Axes Tournament (Comb:TW)	Thrown Weapons Tournament Range
12:00 pm - 2:00 pm	Children's Water Battle: Set-Up (Par/Ch Other)	Fort
12:00 pm - 3:00 pm	SCA Steel Combat and Harnischfechten Experiment	Steel Combat
12:00 pm - 3:00 pm	Heavy Weapons Graybeard Tournament (Comb:H)	Armored List
12:00 pm - 2:00 pm	Intercollegiate Tournment: Target Archery (Comb:A)	Blue Archery Field
1:00 pm - 3:00 pm	Youth Thrown Weapons Tournament (Comb:TW)	Thrown Weapons Tournament Range
1:00 pm - 3:00 pm	Rapier Five-Sword Mêlée Tournament (Comb:WP)	Battlefield
2:00 pm - 3:00 pm	Children's Water Battle (Par/Ch Other)	Fort
2:00 pm - 4:30 pm	Afternoon Youth Heavy List Skills, Games, & Drills (Comb:Y)	Youth Combat List
3:00 pm - 5:00 pm	Æthelmearc Rapier Novice Tourney (Comb:R)	Rapier Field
3:00 pm - 4:00 pm	Children's Water Battle: Clean-Up (Par/Ch Other)	Fort
3:00 pm - 5:00 pm	Period Black Powder Firearms: Safety and Handling (Mrtl)	Gunnery Point on Mt Eislinn
3:00 pm - 6:00 pm	Duke Hunt (Siege) (Comb:H)	Battlefield
3:00 pm - 4:00 pm	Company of Saint Jude C & T Rapier Tourney (Comb:R)	Rapier List 3
3:00 pm - 5:00 pm	2nd Known World Armored Steel Tournament (Combat:Steel)	Steel Combat
3:00 pm - 5:00 pm	Dwarves vs. Giants (Comb:H)	Armored List Blue
3:00 pm - 4:00 pm	Thrown Weapons Poker Tournament (Comb:TW)	Thrown Weapons Tournament Range
3:00 pm - 5:00 pm	Battle of the Rising Sun (Comb:H)	Armored List Red
4:00 pm - 7:00 pm	Grey Beard Tourney (Comb:R)	Rapier List 4

THURSDAY, AUGUST 7

8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier Field
8:00 am - 12:00 pm	TW Champions War Point (Comb:TW)	Thrown Weapons Populace Range
9:00 am - 11:00 am	War Week Archery Practice (Comb:A)	Archery Field
9:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
9:30 am - 11:30 am	Testosterone-Free Toxophilites (Comb:A)	Blue Archery Field
10:00 am - 11:00 am	The Robert Tourney (Comb:R)	Rapier List 5
10:00 am - 12:00 pm	Æ's Women and Gender Minorities' Rapier Tourney (Comb:R)	Rapier Field
10:00 am - 12:00 pm	Armored City Assault Battle (Comb:WP)	Battlefield
11:00 am - 5:00 pm	Archery Populace War Point Shoot (Comb:A)	Archery Field
12:00 pm - 3:00 pm	Youth Combat Castle Battle (Comb:Y)	Fort
1:00 pm - 7:00 pm	Thrown Weapons Populace War Point (Comb:TW)	Thrown Weapons Populace Range
1:00 pm - 3:00 pm	Horsin' Around Without Horses (Mrtl)	Armored List White
1:00 pm - 4:00 pm	SCA Steel Combat and Harnischfechten Experiment	Steel Combat
1:00 pm - 3:00 pm	Rapier Conquest Battle (Comb:WP)	Battlefield
3:00 pm - 5:00 pm	Archery Practice Range Break Down (Comb:A)	Blue Archery Field
3:00 pm - 7:00 pm	Tarl's Little Polearm Tourney 17 (Comb:H)	Armored List

THURSDAY, AUGUST 7

3:00 pm - 5:00 pm	Best of the Known World Rapier Tournament (Comb:R)	Rapier Field
3:00 pm - 4:00 pm	Company of Saint Jude C & T Sword Tourney (Comb:R)	Rapier List 3
3:00 pm - 5:00 pm	Two-Handed Weapon Tournament (Comb:TW)	Thrown Weapons Tournament Range

FRIDAY, AUGUST 8

9:00 am - 1:00 pm	Archery Populace War Point Shoot (Comb:A)	Archery Field
9:00 am - 10:30 am	Thrown Weapons MIT Class: Test and Final Questions (Comb:TW)	Thrown Weapons Teaching Tent
9:30 am - 12:30 pm	Thrown Weapons Range Tear-Down and Storage (Comb:TW)	Thrown Weapons Populace Range
10:00 am - 12:00	Armored Field Battle (Comb: WP)	Battlefield
10:30 am - 11:30	Thrown Weapons Marshals' Closing Meeting (Comb:TW)	Thrown Weapons Teaching Tent
1:00 pm - 4:00 pm	Archery Range Strike (Comb:A)	Archery Field
1:00 pm - 2:30 pm	Rapier Field Battle (Comb:WP)	Battlefield

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C.A.W.S.

CAWS is the Cannon Alert Warning System

We want to take a moment to remind you (or if this is your first Pennsic, inform you) that there are cannons present at Pennsic. They are used to signal the start and end of battles, and can be heard across the expanse of the Pennsic campground. They are often used by camp individuals to know when battles are complete, so that meal preparations can be started.

The cannons can be a trigger for individuals with PTSD as well as those with auditory sensitivities. If you or a friend might be triggered by the cannons, there are several measures that can help.

The Cannon Advanced Warning System (CAWS), developed by Baroness Amani, is fully supported by the Cannon crews, and is now being coordinated through Accessibility Assistance.

- **To sign up for CAWS text alerts** of cannon fire, visit Accessibility Assistance at the Town Hall, or scan the QR code to [sign up online](#). All information gathered for CAWS is kept confidential.
- **Volunteers:** CAWS also needs volunteers to work with the Cannoneers and send the alerts. Volunteers are needed for each battle, a practice on the middle Saturday, and during Opening and Closing Ceremonies. Please sign up at Accessibility Assistance. Golf cart transportation to and from the gunnery position will be provided for you.
- The Thrown Weapons area is very close to the cannons and can therefore present an increased risk to those with PTSD or auditory sensitivity. The Thrown Weapons marshals have earplugs available if you need them.
- The artillery line will also have visual notices. While the cannons are on the line, there will be a red flag hanging on the flagpole on Mt. Eislinn, as well as two large red flags forward of the red gunners' fly. When those flags are flying, the cannons are on the line.



CAWS SIGNUP

MARSHALLING CONVENTIONS FOR PENNSIC 52

I. GENERAL RULES PERTAINING TO ALL MARTIAL DISCIPLINES

The Principal Marshals for Pennsic 52 are

Baron Robert Thorne (Marshal-in-Charge), Sir Ardan Scot of Clann Scot, and Sir Reinhart Draculis, KSCA

Any on-site changes to these rules for safety reasons will be at their sole discretion, though ultimate responsibility for the conduct of all combat related activities at Pennsic War lies with the Marshal-In-Charge. Note: Any changes to the rules for battle-negotiated reasons will be by the joint action of their Majesties of the Middle and the East, and subject to the approval of the Marshal-In-Charge.

As a baseline, all martial activities will follow the Society-wide rules pertaining to the various martial disciplines. All participants are expected to know and follow the Society rules. If you need to reference anything, you can find all the relevant manuals at the Marshal's resource page on the SCA website (www.sca.org/officers/marshal). We'll also have copies of these manuals at the appropriate marshaling points.

The below marshaling conventions for Pennsic are clarifications, limitations, and descriptions of the best practices that have developed here over the history of the War.

MARSHALLING BATTLES

Any of the three principal Earl Marshals may designate a representative for any battle. The Marshal-in-Charge will choose an appropriate marshal to be in charge of each battle. The marshal selected to be in charge of a particular battle shall remain in charge of that battle for its entirety.

Disagreements with decisions made by any marshal or between fighters will be dealt with at a Marshals' Review after that battle. Until the Review, the marshal's decision will stand and be enforced. The Marshals' Review will be prepared to address any serious problems that are brought before it from any martial activity at Pennsic. Marshals or participants can bring their concerns to the Review. The Marshals' Review will review infractions of the rules and combat conventions. It will consist of a senior peer from each of the principal kingdoms, as well as a Presiding Marshal, all designated by the Marshal-in-Charge.

Recommendations made by the Marshals' Review will be enforced at Pennsic and passed along to the Kingdom Earl Marshal of the defendant's home kingdom. Marshals' Review starts 15 minutes after the end of each battle in the Marshals' Tent. Failure to appear in a Marshals' Review after being sent to one by a marshal on the

field will result in loss of fighting privileges for the remainder of Pennsic and sanctions recommended to the home kingdom's Earl Marshal, though the Marshal-in-Charge may rescind those sanctions for just cause.

No fighter or marshal, including the Royalty of the Society, having fought in a battle, will return to the field to act as a marshal for that battle.

Marshals in a battle shall be equipped with a marshal's staff of yellow and black, a marshal's tabard, and a whistle. The use of armor, gauntlets, and a safety helmet is recommended. Eye protection is required in any battle that includes combat archery or other projectiles. Acceptable forms of protection are industrial or sports safety glasses/goggles designed to withstand impact. An SCA-legal helmet for armored or rapier combat is also considered sufficient protection.

Marshals must be present during all combat activities, including tournaments. Each side in a battle shall provide a reasonable number of trained and experienced marshals. If not enough marshals are available, the sides must arrange for a draft from their armies.

Marshals have the authority and the responsibility to remove from battle any person who is violating the rules of the list. This includes but is not limited to non-acceptance of blows, ignoring the rules of engagement, discourteous behavior, and behavior that is dangerous to combatants. Furthermore, in resurrection battles, marshals will remove fighters who do not immediately return to their resurrection point before continuing to fight. Marshals should keep in mind that all fighters are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. Fighters should remember that the marshals are attempting to ensure the safety of all fighters present and treat them with courtesy. Marshals shall always be obeyed during the battle.

The Marshal-in-Charge reserves the right to stop all combat activities for any safety-related reason.

AUTHORIZATIONS

All fighters who wish to participate in the battles at Pennsic War 52 must be authorized to fight. Secondary and re-authorizations may occur at Pennsic. People wishing to authorize in a secondary weapons form must have a marshal from their kingdom present at Marshals' Point, with the required paperwork for their kingdom. Authorization bouts will be fought on the list just in front of the appropriate Marshals' Tent during posted inspection hours only.

All armored and rapier fighters, combat archers, and siege engineers should have their authorization cards, either permanent or temporary, with them at Pennsic.

PENNSIC WAR LII, A.S. LX

If you do not, we will attempt to look you up in the appropriate fighter database, but they are not always available. If you want to be sure that you will be able to fight, have your authorization card with you. Fighters may present a digital copy of their authorization card.

ON CALLING HOLD

Holds will be called whenever a question of safety or other major problem arises during a battle. Holds will be kept to a minimum to allow continuity of battles to be maintained. Marshals will signal holds with whistles and/or vocally. Fighters may call holds vocally, but only for major safety issues.

Any fighter who is found to have called a hold for strategic or tactical advantage, rather than for major safety issues, shall be removed from the field and suspended from participating in any combat or combat-related activities for the rest of the Pennsic War.

When a hold is called, all fighters should echo it. All fighting will cease, and the fighters will be asked to take a knee. Those that have demonstrable physical problems going to their knees may stand quietly and not move. All weapons will be lowered to make it easier for the marshals to find injuries. Those who, having been warned, still refuse to abide by this rule, whatsoever their rank, may be removed from that battle. It is the responsibility of all participants, marshals and fighters alike, to maintain safety on the field.

Talking about tactics during holds is strictly forbidden and may be cause for removal. Fighters may not change relative position except at the express orders of the marshals. Friendly conversations with and introductions to your noble opponents are highly encouraged.

HEAT CONVENTIONS

Fighting while the heat index is at 91 - 102 degrees F (32-37 degrees C) is at your own discretion.

ALL martial activity on ALL fields will cease if the heat index on ANY field reaches 103 F (39 C.) The heat index will be checked at least one hour prior to every battle at the battle location. If the heat index reaches 103 prior to the battle start time then the battle is cancelled. If the heat index reaches 103 during the battle, then the cannon is sounded and the battle is concluded.

There are two options for battles that have already begun that are concluded early due to heat. First, if the battle is a simple, single War Point, then the War Point is considered null and neither side gets it. Second, if the battle is one where flags are checked at timed intervals, then the tally at the time of cancellation stands and the War Point is awarded accordingly. Battles with multiple passes, with some passes completed at the time of cancellation, will be scored as-is (i.e., if 2 of 4 passes

are completed at cancellation then two War Points are awarded to the winners of those passes).

No discussion or notification to the Crowns is required by the marshals; the marshals will end the battle. **Activity will resume when the heat index drops below 103 degrees for 30 minutes.** Only the Marshal-in-Charge can reopen the fields.

ARMORED COMBAT

II. ARMORED COMBAT

Armored Combat Marshal-in-Charge:
Baron Robert Thorne

MARSHALS' TENTS

Three marshals' tents will be set up near the main battlefield for Inspections, Combat Archery and Marshals' Meetings.

1. The Inspection Point tent is the site of all on-the-field inspections for armor, weapons, and thrown weapons. Lost items left on the field will be taken to Inspection Point, and eventually, to Pennsic Lost and Found.
2. The Combat Archery tent is the site of all missile inspections and contains the box for errant arrows and bolts.
3. The Marshals' Meeting tent is the site of the Marshals' Review after each battle and the Marshals' Meetings before each battle. It will be used for any marshal meetings or marshal gatherings.

INSPECTION POINT

Hours of operation will be daily from 9:00 am to 4:00 pm, starting Wednesday, July 30, 2025, until 15 minutes prior to the start of the last battle on Friday, August 8.

Inspection Point will remain open during battles provided there is adequate staff to run it. Otherwise the Inspection Point tent will close 15 minutes before each mass battle, and 30 minutes before the Woods Battle, to allow time for everyone to get to the Battlefield on time.

A pop-up inspection point will be open Saturday, August 2, in the Bog at the Pleasure Pavilions from 9:00 am - 2:00 pm.

There will be NO in camp inspections this year.

Rejected weapons and armor may be reworked and presented again for inspection. No marshal will tell an individual to fix a piece of equipment and, at the same time, pass it assuming that the necessary changes will be made. If it is a piece of required armor, the person must be completely re-inspected and must mention the issues

raised in the previous inspection. A roster of failed inspections will be kept, and fighters being re-inspected should make sure their names are removed from it.

Armor that has passed inspection will be marked with a sticker or plastic tag placed on the right side of the helm. This sticker/tag will have the entry tag number of the inspecting marshal and the inspected fighter. Weapons will be marked in bright paint.

The inspection sticker and tag remain the property of the Pennsic War and may be marked through or removed during a battle as an indicator that the fighter may no longer participate in that battle. Once so marked, the fighter must present themselves at Marshals' Review after the battle. The Review will decide a proper course of action, which may include issuing a replacement sticker. Fighters who refuse or do not attend the Marshals' Review may be excluded from future Pennsic War combat and will be referred to their Kingdom Earl Marshal for further action.

GENERAL ARMOR AND WEAPONS STANDARDS

All participants in combat-related activity must meet Society-minimum armor standards. All fighters will ensure that their armor meets those standards while they are fighting. The Principal Marshals reserve the right to ban any weapon, even if it would be legal in another kingdom. Any unusual or non-standard armor or weapons will be brought to the attention of the Principal Marshals before they will be allowed to be used. Decisions of the Marshal-in-Charge are final.

PENNSIC WAR 52 SPECIFIC WEAPONS STANDARDS

1. Maximum spear length is nine feet. Only pultruded fiberglass and rattan are allowed. All spears must have at least a two-inch diameter (minimum) thrusting tip. The Tip end of the shaft must be capped with a Schedule 40 PVC pipe cap or equivalent to prevent the shaft from penetrating the tip.
2. Mandrake-style rubber thrusting tips are PROHIBITED on fiberglass-shafted spears.
3. No experimental weapons.
4. No punch daggers, T-grips, shovel handles, or offensive shield bosses.
5. No passive shields are allowed; a hand must control the shield.
6. No hinged shields or flexible shields are allowed.
7. No more than one hand may be used to hold or control a shield.
8. Shields may be grounded. Only one shield per person is permitted.
9. All shields shall be edged with leather, padding, or other covering, or constructed in such a way as to

minimize damage to rattan weapons or other fighters.

10. Shield edges may not have flexible extensions or flaps that extend beyond the rim or edge of the shield.
11. No thrusting shields are allowed.
12. Javelins must be a minimum of three feet in length and constructed in accordance with Society standards. They may be used in any designated battles.
13. No polypropylene swords are allowed.

ARMOR AND WEAPON INSPECTION

All armor and weapons must pass inspection before they may be used in any combat at Pennsic War 52, including battles, tournaments, or pick-up fighting. Inspections will be performed at the Inspection Point tent. You will need to prove you are an authorized fighter to get inspected. In addition, the Earl Marshals of each kingdom after consultation with their Crown may provide in-camp armor inspections and may deputize any warranted marshal with a current valid SCA membership who is to perform such duties. Weapons must still be inspected at the Inspection Point, unless a principal marshal makes an exception.

GENERAL COMBAT CONVENTIONS

All Society-wide rules regarding combat will be enforced. Specifically, note the following rules about behavior on the field:

1. Striking an opponent with excessive force is forbidden.
2. All fighters shall obey the commands of the marshals on the field or shall be removed from the field and subject to disciplinary action. Disagreements with the marshals on the field shall be resolved at Marshals' Review directly after each battle.
3. Each fighter shall maintain control over his or her temper at all times.
4. Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.
5. A fighter shall not enter the lists or participate in any form of SCA combat activity while impaired by alcohol or drugs (including but not limited to drugs prescribed by a licensed healthcare provider, over-the-counter medications, and illegal controlled substances.)
6. Any behavior that takes deliberate advantage of an opponent's chivalry or safety consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.
7. A fighter shall not deliberately strike a helpless opponent.

8. Any fighter who obtains an unfair advantage by repeatedly becoming "helpless" (for example, by falling down or losing their weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on the marshals, not on the opponent. However, the opponent may ask the marshals to let the fight continue.
9. Grappling, tripping, throwing, punching, kicking, and wrestling are prohibited. Contact between combatants' bodies, shields, and weapons is expected in corps-a-corps or melee situations, as such controlled contact is allowed during these engagements.
10. Deliberately striking an opponent's head, limbs, or body with a shield, weapon haft, or any part of the body is forbidden.
11. Grasping an opponent's person, shield, weapon's striking surface, or bow/crossbow is prohibited.
12. Intentionally striking an opponent outside the legal target areas is forbidden.
13. The following rules and conventions specific to Pennsic shall also be used:
14. Face thrusting shall be allowed in all battles. An acceptable thrusting blow to the face shall be a directed touch and shall be substantially lighter than a thrust to other parts of the body.
15. Combat Archery and Thrown Weapons shall be allowed in designated battles. All combat participants may be targeted and hit by missile fire from combat archers and siege engineers. In other words, archers and siege engineers do not need "eye contact" with their opponents to shoot them. Legal target areas are the same as a thrust with a hand weapon.
16. Siege engines will be allowed in designated battles.
17. No declared death from behind.
18. No thrusts are permitted to the side, back, or top of the head.
19. Striking from behind is forbidden.
20. Charges: Per Society rule, you may not, as the result of a charge, hit someone in the body with anything other than the striking or thrusting surface of your weapon. Doing so violates either point 9 above in that you are not in control or point 10 in that you may not deliberately do so. In that vein, blind charges are prohibited. You cannot run blindly at your opponent without seeing where you are going and in any sense be controlled.
21. All helms must be obviously marked on the front and back with the color denoting the side for which

they fight. No fighter may change the color of his helm for the purpose of deception. Failure to mark a helmet is unchivalrous and cause for removal.

22. Except in the case of unit-on-unit engagement, no more than four fighters shall attack a single opponent. When a fighter is part of a formed unit (i.e., a shield wall) that is fighting a similar unit, he may strike and be struck by any opponent within range. If a breakthrough occurs, one shot delivered in passing is allowed to the fighters passing and being passed.
23. Dead combatants must immediately cease being an active combatant and indicate that they are "dead" in a manner that is both clear and safe. The best way of dying safely is left to the "dead" combatant and can change depending on the situation, but should always include calling out "good".

Examples of dying clearly include:

- Dying defensively (hiding under their shield or weapons)
- Taking a knee
- Giving a salute

Once safe, the "dead" combatant shall leave the field, weapon overhead. They must leave the field in a way that does not affect the ongoing combat. It is recommended that as they leave the field they call out "dead." Dead combatants may neither hand weapons nor shout advice to the living.

ENGAGEMENT

1. Engagement is the process of making the combatant's presence and intention as a martial threat known to their opponent.
2. Engagement is gained through specific action to notify an opponent of the combatant's presence (a light tap with the weapon, shield contact, verbal warning, etc.),
3. AND the combatant has received acknowledgment that the opponent recognizes them as a martial threat before making a serious attack.
4. Combatants may not deliberately ignore attempts to engage them.
5. An opponent in a melee who is unaware of an attacking combatant's presence is not to be struck, as the attacking combatant does not have engagement.
6. A combatant is engaged during a melee when they are part of a group or line that attacks the front of another group or line that is not currently fighting anyone until the situation changes significantly to mix the lines.

7. If a combatant or a group that the combatant is with comes up to a fight already in progress, they may NOT just join the people on their side and start swinging at the other side. They MUST GET engagement before striking a killing force blow.
8. If, after hitting a person, they say they did not know the combatant was there and they did not think they were engaged, it is the polite and proper thing to treat this situation just as if someone called a blow light or glance.
9. An opponent, by not taking a blow because of lack of engagement, has now acknowledged the combatant as a martial threat, and so they are now engaged.
10. Combat Archers and Siege Engineers are considered to be engaged with all combatants on the battlefield.
11. Striking in the back
 - a. "Wrap" shots – shots thrown from the front hemisphere of an engaged opponent striking them in the back – are always legal.
 - b. Combatants may strike a person in the back when they, while fighting the combatant and thus engaged with them, turn and flee. The combatant has until they get out of weapons range to strike them.
 - c. Combatants may pursue their opponent and, as long as they never get out of the combatant's weapon range, they may strike them. Once they do get outside weapon range, they must re-engage them if they catch back up to them.
 - d. Combatants may strike a person in the back when they pass through their group or line at the initial point of engagement. The combatant may use a back hand or wrap as they pass or turn and strike them. The combatant gets one attempt and may not pursue the opponent.
12. Four on One (4 on 1) - there may be no more than 4 attackers on 1 combatant, except when lines are engaged.



COMBAT ARCHERY

III. COMBAT ARCHERY

Combat Archery Marshal-in-Charge:
Captain Arnora in Skarpa

The Combat Archery Inspection Point will open on Wednesday, July 30 at 9:00 am. Hours are generally 9:00 am to 4:00 pm daily until the last day of battles.

All combat archery equipment and procedures must be legal based on current Society rules.

PROHIBITED EQUIPMENT AND FEATURES

These items are specifically prohibited at Pennsic War 52:

1. Hand slings
2. Stone bows
3. Small pistol-style crossbows
4. Forward- or rear-style pistol grips
5. Combat archery crossbows which utilize a mechanical advantage cocking lever. ("Goat's foot", "cord and pulley", and "belt and claw" systems are a few examples.)
6. Repeating crossbows
7. Split prod design for crossbows utilizing a center shot system (an individual prod on each side instead of a solid one)
8. PVC bows or PVC crossbows
9. Non-Society-period sights, spring/flipper rests, plunger buttons, stabilizers, clickers, or modern release aids
10. Compound bows and compound crossbows

Moreover, NO experimental combat archery equipment (bows and crossbows) or ammunition (arrows and bolts) will be permitted for use at Pennsic War 52.

We need volunteers to serve as inspectors and scribes. If you or someone you know would be good at inspecting or scribing, please come up and get trained! In order to inspect combat archery equipment or ammunition, you will need to go through orientation, which takes about twenty minutes and includes a review of ammo/equipment inspection processes (to ensure consistency) as well as the proper way to fill out the Pennsic inspection forms. Oriented Combat Archery Inspectors will then be issued a Pennsic War 52 Combat Archery Inspector badge, which will quickly identify what they are allowed to inspect at Pennsic War 52. Wear this badge anytime you inspect CA equipment or ammo. Inspectors can choose to inspect only specific categories (such as fiberglass ammo but not tubular ammo, or just ammo but not bows or crossbows).

While it helps to be a CA Marshal in your home kingdom, it is not required.

Anyone who shoots combat archery ammunition is responsible for seeing that the proper initial and post battle inspections are done. Please check, sort, and repair your ammunition before bringing it to Inspection Point. In order to help ensure a safe and healthy war for all, all combat archers at Pennsic War 52 need to read all these regulations.

Anyone may bring combat archery bows, crossbows and ammunition to be inspected. If we need to find the owner, we'll come ask you for help finding them.

INSPECTION PROCESS

All armor inspections shall occur at the Armor Inspection Point.

All initial Combat Archery weapon and ammunition inspections shall occur at the Combat Archery Inspection Point during posted hours (usually 9:00 am to 4:00 pm daily). The Combat Archery Inspection Point will be open the same hours as the Armor Inspection Point. Any changes in the inspection hours will be posted outside the Inspection Point as early as possible and will supersede the hours posted in the Pennsic event guide.

Ammunition shot will not be inspected for use in consecutive heats of the same War Point. Tubular ammo may be inspected by the owner and reused immediately. We are going to attempt to reinspect non-tubular ammo between non-consecutive heats of battles where combat archery occurs. We'll assess the viability of that as the War goes on.

All arrows or bolts must be inspected for a specific day's use and be marked with the "color of the day".

All combat archery ammunition must have a printed label (not handwritten) with the owner's name and kingdom affixed to it. The label must be in English utilizing a legible/readable font and be completely covered with clear packing tape. NO reinforced or strapping tape may be used to cover the label.

If the combat archery ammunition is group ammunition, the group name can be used in place of the owner's name. If the group name is used, a point of contact within the group is required. Specifying the kingdom is mandatory on all labels.

It is strongly encouraged to get your Combat Archery ammunition inspected AT LEAST one day before any battle, since showing up on the day of the activity will likely result in insufficient time to have equipment inspected.

Inspections will officially cease 45 minutes prior to the posted start time of any battle, so that the mar-

shals have time to get ready for the battle. We'll stay open if we have the staff for it.

The Pennsic Combat Archery Marshal-in-Charge, their deputies, and approved designees may inspect all Combat Archery equipment and ammunition to the above "Pennisic standard", which supersedes any kingdom-level standard. Any decision may be appealed in the usual manner.

RULES SPECIFIC TO COMBAT ARCHERY

1. On the Field

All bows, crossbows, and ammunition shall meet, at minimum, all Society standards for construction. They must also meet any additional restrictions described in this document, or restrictions declared by the Pennsic War Combat Archery Marshal-in-Charge as needed.

As with any weapons form, an archer may yield to an opponent, and archers should feel free to loudly express their "dead/yield" status.

Courtesy taps delivered by an opponent should be accepted by the combat archery combatant as the gift they are. Likewise, an opposing fighter throwing excessive or repeated blows into a "subdued/dead" opponent will face disciplinary action.

Targeting of the back of an individual (alone or in an organized unit) is prohibited. A cluster of folks may be targeted within 180 degrees of the direction the group as a whole is facing, and a rearward facing opponent shot thusly should accept the strike. This applies equally for an opponent who has rotated after release. The actual specific targeting of the back side of any individual is prohibited.

There is no limit on the amount of ammunition an archer may carry unless defined in a specific battle scenario.

All Combat Archers must remove ammunition from crossbows and hand bows when a hold is called. Crossbows may remain cocked. Archers may nock at "Make Ready" and fire at "Lay On."

2. Bow/Crossbow using Fiberglass Shafts

A handbow shooting fiberglass arrows must not exceed the Society maximum pull at 35-pound pull at 28-inch draw.

The handbow must be designed/constructed to safely draw 28 inches or it cannot be used in SCA combat.

A crossbow shooting fiberglass bolts must not exceed the Society maximum 600 inch-pounds rating.

Any bow/crossbow that is allowed to shoot fiberglass ammunition may also use any tubular ammunition approved for use at Pennsic.

3. Bow/Crossbow using Tubular (Sil-o-Flex or Equivalent) Arrows

A handbow that measures over 35 pounds pull and less than 50 pounds pull is considered a heavy handbow and may only shoot tubular ammo. A heavy handbow must be marked with a 4-inch wide band of red material (tape, cloth, etc.) that goes completely around the upper limb of the bow.

A crossbow that measures greater than 600 inch-pounds and less than 1000 inch-pounds is considered a heavy crossbow and may only shoot tubular ammunition. A heavy crossbow must be marked with a 4-inch-wide band of red material (tape, cloth, etc.) that goes completely around the right-hand side of the prod as viewed by the archer.

POST-BATTLE SORTING

After ANY Pennsic sponsored battle, ALL Combat Archery participants are required to help collect ALL arrows and bolts (not simply their own) and bring them to the designated area for re inspection (likely SOUTH of Battlefield just outside the boundary).

The Process: After each battle, all fiberglass ammunition shall be placed in one pile & all tubular ammunition in another to facilitate reinspection by the marshals. The piles should then be subdivided by bolts and arrows, forming four piles. Combat archers, not marshals, will then divide the piles by owner, so cooperative help is appreciated at this critical juncture. Once an owner claims a pile is likely complete, marshals will begin the re-inspection process for ammunition integrity as quickly as possible. Be sure you do not remove your arrows or bolts from the field until they have been inspected and marked for the next battle, as it is vitally important that we ensure the safety of all ammunition as well as discover incidents of failure, if any. This process should also reduce loss due to theft as any ammunition noted as heading "away" should be suspect and questioned.

Note: If you are unable to help with the sorting/ inspecting process, you must designate someone to take care of your ammo in your place.

Scheduling occasionally requires you to be elsewhere, but do not abandon your ammo; it will not get inspected without someone claiming it.

OVERPOWERED AND NON-INSPECTION WARNING

Anyone using fiberglass-shafted ammunition in a heavy bow or heavy crossbow will be banned from all fighting activities for the rest of the Pennsic War and will be subject to other disciplinary action via the proper Armored Combat Violation Review procedure.

This will result in a trip to Marshals' Review at the least.

Likewise, ANY use of uninspected ammunition or weapons on the battlefields of the Pennsic War will prompt immediate removal from the battlefield and will be subject to other disciplinary action, including a potential fighting ban, via the proper Armored Combat Violation Review procedure.

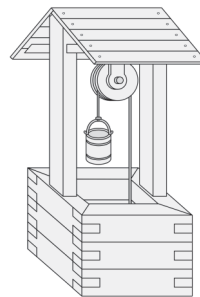
NOTES:

Play safe and fair. We have a specialized weapons form that requires specialized skills, understanding and accommodations. Please play responsibly.

Help clear the field after battle – many hands make light work.

Thank the marshals, both CA and otherwise. They give freely of their time so YOU can play.

Volunteer. Consider becoming a marshal-in-training. You can find no better place to "see it all" than Pennsic. As our community grows, so too must its Combat Archery marshal corps and you are welcome to be a part of that growth. Come to the Combat Archery Inspection Point to volunteer!



WATER FOR THE BATTLEFIELD

Pennsic War no longer organizes water bearers for combat activities. This is now the responsibility of individuals, camps, and households. Please bring your own water bottles.

Containers can be filled at the Filtered Water Stations around the Battlefield. See the campground map for the locations marked with the green water droplet key.



SIEGE COMBAT

IV. SIEGE COMBAT

Siege Marshal-in-Charge: Master Dirk Edward of Frisia

Official siege activity at Pennsic 52 will be limited to the main battlefield. In case of disputes, the Pennsic 52 Marshal-in-Charge will make the final call. Society siege rules will be used for governing all siege activities unless otherwise stated below.

See pages 62-74 for War Points with siege combat. Search the [Pennsic University Class Schedule](#) (QR Code) for additional siege battles & classes.

Note: There may be additional changes to scenarios, rules, and schedules; these will be posted at Inspection Point.



SIEGE COMBAT RULES

MARSHALS

GENERAL: ONLY warranted Siege Marshals can conduct Siege inspections.

1. All Siege Marshals must wear eye protection such as protective shatterproof eye wear or a helm. Siege Marshals should wear a standard black marshal's tabard and carry a marshal's staff. If you are going to marshal in armor, wear a marshal's tabard over the armor. If wearing a helmet, a drape or other distinctive marking is required to differentiate you from a fighter on the field. Please be at Marshals' Point 45 minutes prior to any battle you will be marshaling. All meetings for Siege Marshals will be posted at Inspection Point.

2. THE USE OF A GORGET FOR NECK PROTECTION IS HIGHLY RECOMMENDED.

SIEGE AMMUNITION DAMAGE

1. Blows from siege-class ammunition (1-pound rocks, 4-tennis-ball clusters, and 48-inch ballista bolts; all of which are colored yellow) will be judged fatal upon striking any legal target area and will kill through shields if the shield is being carried. Siege munitions are considered spent upon striking a weapon, a fighter, the ground, or a battlefield structure. Only the first fighter hit is dead.
2. Pavises (i.e., grounded shields not supported by a combatant) are destroyed by a single hit from siege engine ammunition. Combatants behind the pavise are not killed.
3. Small arms munitions (single tennis balls and tube-shafted combat archery arrows and bolts) fired from a siege engine will be treated as combat archery projectiles.

WHEN A HOLD IS CALLED

1. All Holds will be general holds for siege engines unless a scenario specifically designates local holds for artillery.
2. An engine may not be loaded during a Hold and any munitions must be removed from the engine until "Lay On!" is called. If the engine is already cocked it may remain cocked unless the engineer chooses to uncock it, or a Siege Marshal asks that it be uncocked. During long holds, decocking is advised if it is safe to do so.
3. If an engine is cranking the string back when a "Hold" is called, it must be safely returned to a non-cocked state. For engines that can stop the cranking at any point (such as with use of a ratchet) they are to stop once Hold is called and not resume until "Lay On!" has been called.
4. The crew of an engine shall not fire its ammunition once a Hold has been called. Violations will result in both the engine and crews removal from the battle and possible disciplinary action.

ENGAGEMENT

1. All fighters are engaged with siege engines at all times during a battle no matter which way they are facing.
2. Direct fire weapons shall not be discharged against personnel at a range of less than 30 feet (10 yards) or in such a manner as to willfully allow the projectile to leave the Battle Area Proper or land in designated Unsafe Zones.
3. No engine will be discharged while any non-crew person is within a 5-foot range of moving parts. Larger safety zones may be designated where necessary.

DESTROYING SIEGE ENGINES OR STRUCTURES

1. When engaging an engine or structure, DO NOT STRIKE OR THRUST AT IT WITH A HAND-HELD WEAPON! The proper way to destroy these weapons is to safely approach the engine or structure, LAY your weapon on it, and declare "This weapon is destroyed." This shall be done in a safe and deliberate manner, not in a rush or while engaged with any other opponent. **Anyone found intentionally striking a siege engine or structure will be removed from the field and possibly face further action, such as a Marshal's Court.**
2. Active combat should not take place within 5 feet of an active siege engine. If this situation arises, a hold will be called and the engine declared destroyed.

(Siege Combat Conventions, continued)

3. Siege engines can be destroyed by 3 hits from a ballista bolt, 3 hits from a 4-tennis-ball rock, or 1 hit from a 1-pound rock unless a scenario has other rules. Siege towers are only destroyed by 3 hits from a 1-pound rock.

ENGINEER REQUIREMENTS

1. Anyone crewing an engine in combat situations must be authorized in siege.
2. Engineers wishing to defend an engine may do so as long as all action takes place at least 5 feet from the engine.
3. Siege engineers may choose to leave the engine and fight if they wish. Remember, if the number of crewmembers at the engine goes below the minimum number required for that class of machine, it may not be operated and must be removed from the field and "safed."
4. Siege engineers are to be treated as any other fighter on the field. If they are authorized for other weapons forms and have a secondary weapon, they may use it. If not, they may be killed as an unarmed opponent; if they yield, DO NOT strike them.

SIEGE ENGINE AND STRUCTURE INSPECTION

Inspections will take place on the battlefield on Friday, August 1, Saturday, August 2, and Sunday, August 3 from 1:00 to 5:00 pm each day.

Get your engines, ammunitions, and structures inspected early, so that if you have a problem you will have time to get it fixed and re-inspected.

There will be NO "Morning of Battle" engine inspections conducted.

ENGINE INSPECTION

1. Preliminary inspection of the engine shall be made before any shots are fired. This inspection will be to check for structural integrity of the components of the engine. This will include all structural elements, axles, weight boxes, pull ropes, torsion ropes, winches, slings, prods, triggers, and safety. This structural inspection will be done according to the specifications published in the Society rules.
2. The operational demonstration phase of the inspection shall, at minimum, consist of at least 4 shots in a row without mechanical failure from the engine when configured for the maximum power it will use on the battlefield. These 4 shots shall deliver the ammunition between 40 and 80 yards (36.6 to 73.2 meters) fired at a 43 degree incline. The siege engine shall consistently deliver the ammunition in a reasonably straight and stable path downrange (curving due to cross wind is acceptable).

3. Static inspection for stability of the engine, mechanical observation of the framework and the mechanism shall be made after the firing.
4. Strings used on any siege weapon must be properly served in the center and on each end loop. All string serving must be visible for inspection. TAPE may not be used as an alternative to serving; tape may not be used to cover ANY part of the string where serving is required. Strings may have not more than 2 loose strands.

SIEGE TOWER AND OTHER STRUCTURE INSPECTION

1. Inspection will include at a minimum structural integrity, stability, condition of hardware, condition of any safety devices (barriers, walls, etc.). Inspection will ideally be made with a maximum load of armored combatants on board the siege structure. Inspection will include a demonstration of mobility if the structure is designed to be mobile. (Please refer to Society Siege rules for Approved Structure Construction.)
2. If you are planning to bring a siege structure to Pennsic, make sure that a Siege Marshal in your kingdom has been informed of it and inspected it prior to a battle, or contact the Siege MIC about it before Pennsic so you do not bring it miles and miles and then find out it will not be allowed.

AMMUNITION INSPECTION

1. All siege munitions will be inspected prior to battle. All ammunition fletches must abide by the half-inch rule. They may not penetrate a face grill by more than a half inch. Ballista bolt fins must use materials or techniques that abide by this rule.
2. All missiles must be inspected for that day's use and be marked with the paint color of the day.
3. Your siege ammunition will be inspected when your siege engine is inspected. You can also have your siege ammunition inspected at Inspection Point if there is a siege marshal present. Check postings at Inspection Point for specific times. Siege ammunition reinspection will also take place on the battlefield immediately after a siege battle.
4. All siege ammunition must be labeled with the owner's name, group, and Kingdom in English on a printed label. If a group owns the ammunition, then you use the group's name and Kingdom.
5. After each battle that uses siege ammunition, the bolts, rocks, and other approved siege projectiles will be re-inspected for the next day's battle and marked with that color of the day. Please help clean the field and bring all siege missiles to a designated spot to be re-inspected.
6. Siege ammunition inspections at Inspection Point will cease 45 minutes prior to the posted start time of any battle IF a Marshal is available.

RAPIER / FENCING COMBAT

The Rapier Lists are located on the South side of the Battlefield.

V. RAPIER / FENCING COMBAT

Rapier/Fencing Marshal-in-Charge:
Master Lisabetta von Atzinger

INSPECTIONS

Hours of operation for inspection will be from 9:00 am - 4:00 pm starting on Wednesday, July 30, and running daily until 15 minutes prior to the last battle on Friday, August 8. The inspection point will close 15 minutes prior to all mass battles, and 30 minutes before the woods battle.

All inspections will be made by a marshal from the fencing combatant's home kingdom. If there is no marshal from that kingdom available, then inspections shall be made by any inspecting marshal to Society standards. Inspections are to be done on the field every day before engaging in combat of any form.

For your initial inspection, you will need to bring proof of your authorization (physical or electronic) and medallion to the rapier/fencing tent to receive an inspection sticker.

CUT & THRUST COMBAT

Fencers interested in practicing Cut-and-Thrust combat may do so on the rapier/fencing field using the Society rules or their own kingdom's C & T rules. Fencers wishing to practice C & T must be supervised by a marshal warranted in C & T.

YOUTH FENCING

Minors wishing to participate in youth fencing activities must first see the Youth Rapier Marshal-in-Charge, accompanied by a parent, court-appointed legal guardian, or notarized guardian to complete necessary paperwork. Participation in youth fencing activities shall be governed by the rules in Section VIII: Youth Combat.

PENNSIC WAR 52 FENCING CONVENTIONS

These rules establish standards and conventions for fencing combat at Pennsic for all fencing activities. Kingdoms sponsoring other fencing events at Pennsic will employ these rules at minimum and may add additional rules specific to the kingdom hosting the tournament. These rules are designed to promote safe fencing combat at Pennsic, and all participants in events governed by these rules are responsible for knowing, understanding, and applying them. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants. If a question arises when applying these standards,

choose the response that promotes the greatest degree of safety for all participants.

GENERAL INFORMATION

Fencing combat shall be conducted in accordance with the rules of the lists of the SCA, the Society-wide rules for fencing combat in the SCA, and these rules.

Per the Society-wide rules for fencing combat, all fencers, prior to every combat or practice, shall ensure their equipment is safe, is in good working order, and has been inspected by a marshal authorized to inspect fencing gear. At Pennsic, such inspection must be performed a minimum of once per day by either a marshal from a fencer's home kingdom to that kingdom's standards or, if a marshal from that kingdom is not available, by any marshal to the specifications described in Society rules.

Marshals have the power and the duty to remove from the field any person who is violating the rules of the list. Such violations include but are not limited to non-acceptance of blows, ignoring the rules of engagement, and behavior that is dangerous to combatants.

Marshals should keep in mind that all fencers are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. If someone is so removed, the parties involved must go to the next Marshals' Review.

Fencers should remember that the marshals are attempting to ensure the safety of all fencers present and treat them with courtesy. Marshals shall always be obeyed by combatants on the field.

USE OF WEAPONS AND PARRYING DEVICES

Valid blows are performed by:

1. Thrusting with the point of the blade (thrust).
2. Sliding the edge of the blade by pulling (draw cut) or pushing (push cut) a minimum of 6" across the target.
3. Placing the tip of the blade upon and then drawing it (tip cut) a minimum of 6" across the target.
4. Spears may be used for thrusts only; spears may not be used to deliver any other type of blow, including cuts.
5. Though the hand may be used to parry, it shall not be used to push, grasp or strike an opponent. Blade grasping is not permitted in any War Point event. The use of blade grasping in other fencing activities shall be at the discretion of the marshal in charge of a particular melee or tournament.

(Rapier Combat Conventions, continued)

Parries may be performed with weapons, parrying devices, the hand, or any other part of the body. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited. Fleeting contact between opponents is allowed, as long as no grappling, deliberate striking, or other unsafe behavior occurs. Conduct in violation of this rule which creates a significant safety hazard on the field will be grounds for immediate removal from the field.

Blades

There are three classes of fencing in the SCA: light rapiers, rapiers, and cut and thrust blades. The use of light rapiers is prohibited in any War Point battle. Any blade in a given fencing class may be used against any other blade in that same class but not against blades of the other classes. An exception to this rule is such blades that pass the flexibility standards as legal for "both" rapier and C & T. These blades may be used in both "styles" of combat, i.e., rapier and C & T. Check with the Rapier/Fencing Marshal-in-Charge if there is any question as to the legality of a blade for a particular event.

Groups hosting a particular fencing event may specify the types of blades to be used at that event. If a tournament specifies allowed blades only by general type, i.e., light or heavy, then all blades allowed at Society level in this category will be allowed.

Parrying Devices

Parrying devices shall follow the SCA Fencing Marshals' Handbook, with the additional rule that shields/bucklers cannot be more than 40" on any diagonal and may only be wielded in one hand.

No passive shields, bucklers, armor bits, etc. Unless combat is happening in an "Armor as worn" convention, any worn objects are treated as part of your body, and any legal blows delivered to the objects should be recognized as legal blows. That is, you can wear a finger buckler for personal protection, but if struck, you must take the blow, the buckler does not "stop" the blow. Similarly, you cannot strap a shield to your back and be protected. Sword and dagger guards, active shields, etc., act as normal.

Spears and Pikes

Spears that follow Society Rules are permitted for thrust-only use in fencing activities and for War Points as announced beforehand. Note: Any spear head that has had any filler added is not permitted.

Rubber Band Guns

Rubber band guns ("RBGs") are approved for use under the following conditions:

1. RBGs are allowed if it has been announced beforehand.
2. Everyone on the field during a melee using RBGs must have eye protection of some kind, including marshals and water bearers.
3. When a hold is called, all loaded RBGs should be aimed at the ground, or, if this is not possible, aimed away from all persons. In the case of rubber band cannons, a fully armored crew member must stand in front of the cannon blocking any accidental shot.
4. At the end of melees, the fighters must unload all RBGs before leaving the field.
5. RBGs are only approved with surgical tubing shot. Use of tubing containing any liquid, sand, beads, or any other material is not legal.
6. RBGs should mimic the appearance of a period firearm.
7. RBGs must pass the same safety requirements as a rigid parrying device if they will be used as such.
8. If an RBG is shot and the bullet bounces off anything and into a valid target, the shot is good.
9. The validity of any given shot from an RBG shall be judged by the recipient of that shot.

MARSHALING CONCERNS IN FENCING COMBAT

Excessive impact: Combat at Pennsic poses risks to the participant. This recognition, however, does not excuse fighters from exercising control of their techniques. If a fighter throws blows which force his opponent to retire from the field from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring.

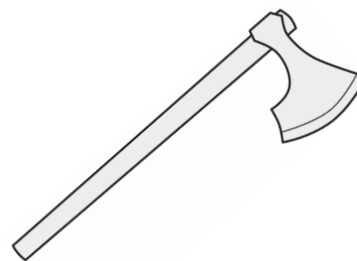
In scenarios allowing Death From Behind (DFB), the thrower of the DFB must come to a complete stop. Hyper-DFBs or machine gunning ("deadmylord deadmylorddeadmylord...") is forbidden.

Additional melee rules for Pennsic 52:

1. Blind shots are illegal. Combatants must have visual contact before throwing a shot at an opponent. Note: This is a safety rule, not a scenario rule (i.e., a "hay bale wall" does not create a "blind shot" for purposes of this rule. It is unsafe to throw a blow when you cannot physically see where you are throwing).
2. Daggers and spears may NOT be used for DFBs.
3. Running from place to place in melee is permitted. Running TO engagement is permitted. Running FROM engagement is permitted.

- a. Running attacks, either against a line or an individual, including running engagements or running through engagements, are prohibited. Combatants must come to a complete stop before beginning an attack, fouling a blade or otherwise engaging any opponent(s). Combatants may NOT throw shots at an opponent who is running toward them. Combatants violating this rule will get one warning from the marshals; a second offense will be grounds for rejection from the battle.
4. A combatant who steps off the Edge of the World is considered dead. They will get one loud, verbal warning from the witnessing marshal when they are approaching the edge, but the onus is on the combatants to always know their surroundings. Edge of the World deaths mean the combatant must leave the field or return to their resurrection point (if applicable).
5. All defeated or disabled fencers should remove themselves from the melee field. Fencers withdrawing from the field should do so with weapons held above their head to indicate non-combatant status. Fencers who have lost both hands or arms are considered disabled.
6. Fencers may not pretend to be dead or purposely hide themselves among the dead. If asked by a marshal or another combatant, combatants must answer truthfully whether they are alive or dead.
7. Dropped weapons do not need a hold unless they present an immediate safety issue.
 - a. Combatants may not steal an opponent's dropped weapon.
 - b. Combatants are not required (but are encouraged) to allow opponents to pick up their dropped weapon.
8. Dead fighters may only say they are dead. They may not give orders or other information. During a hold, fighters are welcome to discuss safety concerns with their teammates, or engage in good-natured conversation, but must not discuss tactics or strategy.
9. Fighters in any battle may call themselves dead at any time. In a resurrection battle, a fighter can always walk back to resurrection point.
10. Except for hay bales used to secure flags and flag systems to the grounds, combat over the hay bales is not allowed.

In any tournament or melee, additional restrictions may be imposed by the marshals as needed.



THROWN WEAPONS

The Thrown Weapons Range is located to the right of the Fort, near Currie Road.

VI. THROWN WEAPONS

Thrown Weapons Marshal-In-Charge: Altan of Flaming Gryphon

RANGE HOURS

Range Set Up: Monday, July 28, and Tuesday, July 29

Open Throwing: Tuesday, July 29

Open Throwing: Wednesday, July 30, through Thursday, Aug 7

Range Tear Down: Friday, Aug 8

The range is open when the green flag is raised

9:00 am – 1:00 pm

1:00 pm – 5:00 pm

9:00 am – 5:00 pm

9:00 am until done

THROWN WEAPONS CLASSES & TOURNAMENTS:

search [Thing.PennsicUniversity.com](https://www.things.pennsicuniversity.com) under Topic - "Combat: Thrown Weapons."



THING

THROWN WEAPONS MARSHALS' MEETINGS (MITs welcome)

Tuesday, July 29, Noon – 1:00 pm

Saturday, August 2, 5:00 pm – 6:00 pm

(Continued on next page)

POPULACE THROWN WEAPONS WAR POINT HOURS

Sunday, August 3 through Wednesday, August 6: 10 am to 4 pm Thursday, August 7: 1 to 4 pm

Last start will be 15 minutes before scheduled closing time.

THROWN WEAPONS CHAMPIONS TRYOUTS

Tryouts are open to all to compete as a champion for the East & Middle side or the Æthelmearc & Allies side. You must be able to show excellent throwing skills in Axe, Knife, and Spear. The point tally total will be announced at time of try outs. Tryouts will be held Sunday, August 3 and Monday, August 4 from 5:30 pm to dusk.

THROWN WEAPONS CONVENTIONS FOR PENNSIC

In addition to the SCA Thrown Weapons Standards and Conventions, please note these items for Pennsic 52:

- All throwers must have footwear that covers the soles of their feet, although closed-toed footwear is recommended.
- The minimum age to throw is 5 years of age. Youths under 18 need to be registered at the range by a parent, court-designated legal guardian, or notarized guardian before they throw for the first time.
- The parent or guardian must stay at the range with those under 12 at all times. Once registered, those 12 and older can be at the range unaccompanied.
- Pennsic Thrown Weapons does not provide “loaner equipment”. Individual throwers MAY choose to loan out equipment at their discretion.

TARGET ARCHERY

**The Target Archery Range is located at the West end of the Campground, beyond the B-blocks.
“West Loop” Buses travel to the Range. Bus stops are at the south end of the Battlefield.**

VII. TARGET ARCHERY

Archery Marshal-in-Charge: Maître Diccon de Reinport

Archery Equipment Standards

A. Bows

1. No compound bows are allowed.
2. Adjustable or fixed sights may not be attached to handbows. Marks on limbs are allowed.
3. There are no draw weight limits for target archery bows.
4. No modern spring/flipper rests or plunger buttons are allowed.
 - a. Wire rests are not allowed.
 - b. Simple, one-piece plastic attachable rests are allowed.
 - c. Plastic or nylon bristle rests are allowed.
5. Bow straps are allowed.
6. No stabilizers, clickers, or modern string release devices are allowed.
7. Bows with cut-out risers (those bows you can see through from the side) must have the openings covered so as to present a solid surface and an appearance more in keeping with medieval archery.
8. Bows made of PVC are not allowed.

B. Crossbows

1. No center-shot or split-prod styles allowed.
2. No compound prods or break-cocking styles allowed.
3. No ballistae of any kind allowed on the archery range.
4. Rear peep sight may be attached, but front sights are not allowed.
5. Limb coverings are not required.
6. Slings may be attached to the bow, but may not be used as an aid in shooting.
7. Stocks made from any material other than wood must be covered and any cut outs (other than the hole that secures the prod to the stock, the binding bridle) that you can see through from the profile must be filled or covered to appear more in keeping with medieval archery.

C. Strings

1. All strings must be appropriate for the bow type and weight.
 - a. Strings may not be constructed of material prone to failure, such as natural sinew or gut.
 - b. Linen, silk, and artificial sinew strings are acceptable if they are constructed properly.
 - c. Strings that have become knotted or those that have been repaired by knotting strands

together are not allowed. This rule does not forbid those string designs that incorporate knots in their original design.

2. A nocking point may be attached to the string.
 - a. Both metal and tied-on nocking points are acceptable.
 - b. A single nocking point is allowed. The nocking point may consist of one or two locators, which may be of any type.
 - c. The locators may not extend above or below the nock in such a way as to allow them to be used as sighting mechanisms.
3. String silencers may be used.
4. It is strongly recommended that the ends of the string be served, and that a serving cover the nocking area of the string. It should be noted that Japanese and Flemish style strings are rarely served at the ends, and are acceptable.
5. Metal crimps on strings are not allowed on bows over 25 pounds.
6. Peep sights mounted on the strings are not allowed.

D. Arrows and Bolts

1. All shafts must be made of a period-appropriate natural wood or bamboo-like material, with the exception that youth or practice may use modern arrow shafts.
2. No broad heads or tips that will cause excessive damage to targets shall be used.
3. Fletching:
 - a. Arrows shall be fletched with natural feathers, or any period material; no plastic vanes (except for youth arrows).
 - b. Bolts may be fletched with any period material.
4. Nocks for arrows may be of any material.
5. End caps, rings, or wrapping are not required for crossbow bolts.

E. Miscellaneous Equipment

1. Any type of quiver may be used, except for those that are attached to the bow.
2. It is strongly recommended that an arm guard or bracer be worn.
3. A glove or finger tab may be used.
4. All equipment should adhere to the spirit of medieval archery.

F. Exceptions

Exceptions to the above rules may only be granted by Archer General of Æthelmearc, Captain General of Archers East Kingdom, Deputy Earl Marshal for Target Archery Middle Kingdom, Pennsic Archery Coordinator, or their designated deputies.

Greetings unto the Known World from the Pennsic Target Archery Staff! I am Maître Diccon de Reinport, Deputy Earl Marshal for Target Archery, Midrealm. Together with colleagues from the East, Æthelmearc, Atlantia, and many volunteer marshals and Marshals in Training, we work to make archery at Pennsic 52 happen, and that it will be safe and enjoyable.

Other Pennsic Target Archery staff members include Baron Ryan Mac Whyte, Captain General for the East; THL Alrekr Bergsson, Archer General of The Kingdom of Æthelmearc; Miles de Locwode, Deputy Earl Marshal for Target Archery for the Kingdom of Atlantia; Maestro Aloysius Sartore, Pennsic Archery Coordinator; and Pan Casimir Sarkastyczny, Archery Clerk.

Archery Range Status

The range is not visible from the main campground. We no longer fly a flag from the top of Mount Eislinn to indicate if the range is open; we now have signs at various points around the battlefield, and at the ends of the Archery Walk through the parking area. This QR code takes you to a [Facebook page](#) that indicates if the range is open or if special conditions exist. The West Loop bus stop signs will display the QR code. We will update the status regularly.



RANGE STATUS

There is regular bus service to the range starting at 9 am. We try very hard to be handicapped-friendly, but the range is hilly and the ground is irregular. Also, please wear protective gear on your feet, due to the possibility of poison ivy, rocks, and other natural field conditions present on the ranges.

Come out and enjoy some challenging shoots, regardless of which side you favor. We will be keeping score, and you may shoot each set of War Point targets up to five times apiece. There are a number of archery classes and novelty shoots, and the practice range will be available. Search thing.pennsicuniversity.org under the Archery track for dates and times.

Need refreshment on the archery field? The archery populace hospitality has shade, snacks, and Gatorade! Like everything at Pennsic, we run on Volunteers! If you would like to give back to the community and be an attendant at the tent, please sign up to help! This is funded in part by donations, so if you'd like to contribute you can do so, but it is not required - please join us, stay refreshed and hydrated.

Archery Marshal Orientation

To marshal at Pennsic, **all target archery marshals** or marshals in training must attend *any one* of the marshals' orientation meetings in the Pennsic University

schedule (Thing) under the Archery track. Marshals In Training (MIT) are welcome and encouraged to attend, and can marshal the line with guidance from a marshal. Most meetings are located in the Archery Marshal's tent on the archery range and are about an hour. We can't open ranges without enough marshal staff to run them, so please consider volunteering a couple hours of your time; the archery populace will thank you!

Orientation meetings:

- Mon, July 28, about 12:30 pm, after range setup
- Wed, July 30, 10 am in Archery Marshals' Tent
- Fri, August 1, 3 pm in Archery Marshals' Tent
- Sun, August 3, 12 pm in Archery Marshals' Tent
- Mon, August 4, 10 am in Archery Marshals' Tent

Archery Activities/Hours

For the most accurate list of archery events, see Thing.Pennsicuniversity.org



Peace Week (Monday, July 28, to Saturday, August 2)

Range set up is Monday, July 28, at 9:30 am. You do not need to be in garb for this; it's dirty work, and we have a lot of equipment to move. Bring water, sunscreen, and good shoes.

Because so many people want to be able to shoot during "Peace Week", marshal availability permitting, we will have a portion of the Archery Range open Wednesday, July 30 to Friday, August 1, from 11 am to 3 pm each day for War Point practice and Royal Rounds. In addition, instructors have scheduled classes/practices on the range starting on Monday afternoon. These hours will allow more archery fun for all.

To keep Peace Week archery going, **we need archery marshals** to help staff the additional six 2-hour shifts. We would need a minimum of 4 marshals each shift. Please consider volunteering some of your time or recruiting a marshal to help out.

War Week (Sunday, August 3, to Friday, August 8)

During War Week the Archery Ranges will generally be open from 9 am to 5 pm. Practice for Populace War Point shoots will be generally available from 9 to 11 am. Scored War Point shooting begins at 11 am.

On **Sunday, August 3**, at 9:00 am we will have our first ever **Heroic Head to Head** shoot-out for a War Point. Please come see our archer teams shoot! This new War Point won't take long to determine; don't be late!

On **Tuesday, August 5**, the range will be closed for the Archery Champions' War Point shoot.

On **Thursday, August 7**, at around 3:00 pm we will take down the practice range. On **Friday, August 8**, weather permitting, the range will be open at 9:00 am for Populace War Point shoot **only**, and closes for tear down at 1:00 pm. *From 1:00 pm on we pack everything up, and we need and greatly appreciate volunteer help to get it done. We're all a bit tired by the end of the War, and appreciate your assistance so this big job is quickly done by as many as possible.*

Archery Equipment

Please bring your properly operating, undamaged equipment to the range with you. Pennsic Archery does not have loaner gear of any kind. If you need something, you're welcome to privately arrange to borrow equipment from a friend, or purchase needed equipment from a Pennsic shopkeeper. Please do get advice from another archer if needed. All equipment will be inspected with the archer. If equipment doesn't "fit", or is mechanically unsound, we cannot allow it to be shot, even if it's recently purchased. Read on for the inspection requirements, and please do ask if you have questions.

Inspections

- All archers wishing to shoot during Pennsic must bring their equipment to the archery range and have it inspected before they are allowed to shoot.
- Several archers may use the same equipment, but each archer must be inspected with that equipment.
- Archers and their equipment need only be inspected once during War.
- To ensure the highest amount of safety, there will be **no in-camp inspections** allowed at Pennsic; all equipment must be brought to the Archery Marshals' tent on the Archery Range for inspections.
- If equipment is modified or repaired, it must be re-inspected with each archer that will use it.

Thank you for your help in keeping archers safe.

Youth Archers

Following Children at Pennsic rules, our younger archers are welcome and encouraged to practice on the practice ranges, take part in novelty shoots and shoot for the Populace War Point. Youths may shoot by themselves following Pennsic Youth Rules, and at the marshals' discretion. Parents or other responsible parties may assist youths needing help on the shooting line, again at the marshal's discretion. Everyone follows the same rules and may shoot the Populace War Points. Check out Thing.PennsicUniversity.org for shoots that are of special interest to younger archers.

Classes, Tournaments, Novelty Shoots

Archery classes, tournaments, and novelty shoots take place from July 29th onward and are open to all. See the schedule in the Pennsic Thing for details. We will have a printed schedule in the Archery Marshals' tent.

Archery War Points

There are 3 Archery War Point events: the Pennsic Archery Champions Shoot, the Populace Shoots, and a new "Head to Head" Champions Shoot. (See details on page 70.) Archers will have the opportunity to shoot each of the Populace War Points up to a maximum of 5 times (once for each War Point day). If an archer wanted, they could shoot all their War Points in one day. Due to unpredictable weather, we recommend shooting early if the weather is good; try not to wait until the last day.

Populace Archery War Points

These consist of four separate shoots. The winning alliance for each shoot will be determined by the total number of points tallied by archers over the course of the War. Scores are tallied each day and posted in the Marshals' Tent.

Castle Clout Shoot: Archers will be shooting at about 100 yards into the castle at the Colossal Titan who will stand about 8 feet high. There will be a moat monster protecting the castle in front at about 50 yards. This is an untimed shoot; archers are allowed 6 arrows or bolts. Scoring for this shoot is as follows:

- 1 point for inside the moat
- 2 points for hitting the moat monster
- 3 points for inside the castle - front wall does not count, back wall does
- 4 points for hitting the Colossal Titan in the castle

Advancing Soldier Shoot: The archers will shoot 6 arrows/bolts, untimed, at the Soldiers that are invading. These targets will be set at approximately 15 yards, 35 yards, 45 yards and 55 yards. Any arrow/bolt hitting the painted portion of the target will score as follows:

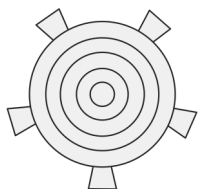
- 1 point for the 15-yard target
- 2 points for the 35-yard target
- 3 points for the 45-yard target
- 4 points for the 55-yard target

Friend/Foe Shoot: This will be an untimed shoot at a foe approximately 20 yards away. Each round is limited to 6 arrows or bolts. The foe will be clearly marked, and is the target. The friend will be near the foe. Do not hit the friend, as hitting the friend will lose one point. Line breaks are in favor of the archer.

- -1 point for each arrow/bolt hitting the friend
- 2 points for each arrow/bolt hitting the foe

Castle Window Shoot: This will be an untimed shoot at a castle window located between 25 and 35 yards limited to 6 arrows or bolts per round. The castle window will be at least 8 inches wide and 36 inches tall. There will be a picture of a Titan looking out from inside the castle window.

- 1 point for each arrow/bolt inside the castle window
- 2 points for each arrow/bolt inside the Titan in the castle window



Ullr's Games: A Known World Archery Challenge Saturday, August 2, 10:00 am

This shoot is put on by the combined efforts of the Kingdoms of the Known World. It consists of about 10 target stations, arranged so they can be shot and retrieved individually. This will allow for archers to spend more time shooting and less time waiting around. Targets will come from different kingdoms. The theme for this year's shoot is "Games." Targets might be different medieval games, card games, or even a take on the Olympic Games. You'll have to try it to find out what our creative target makers devised.

We will be giving out a prize for each of the Royal Round ranks, from Archer (RR average of 20-39) to Grand Bowman Elite (100+ RR average). A prize will also be given to the person who designed the best target as determined by the populace.

If you would like to assist in making the prizes, donating additional prizes, or sponsoring a prize, please contact the Marshals in Charge: **Miles de Locwode** (milesdelocwode@verizon.net) & **Treya min Teanga** (Treya.minTeanga@yahoo.net)

YOUTH ARMORED COMBAT & YOUTH RAPIER COMBAT

See map on page 62—Youth Rapier Combat is at the south end of the Battlefield, in the Rapier area.

Youth Armored Combat is in the southeast corner of the Battlefield, along Currie Road.

VIII. YOUTH COMBAT

Youth Combat Marshal-in-Charge:
THL Mughain nic Cairt

Youth Rapier Marshal-in-Charge:
Oda Umi Shōnagon, Called “Umi”

The basis for the Pennsic 52 Youth Armored Combat rules and Youth Rapier Combat rules is the SCA Youth Combat Handbook.

All youths ages 6 to 17 are invited to join us on the battlefield for the Pennsic Youth Armored and Rapier Combat Programs.

In both programs, the divisions are:

- Division 1 (ages 6 to 9)
- Division 2 (ages 10 to 13), and
- Division 3 (ages 14 to 17)

Youth who moved up a division or were held back because of size, strength, or maturity and youth from kingdoms with different age divisions may participate in the division that is most appropriate based on their home kingdom authorization.

LOANER GEAR: The Youth Armored/Rapier Combat programs at Pennsic each have a limited supply of loaner gear so that a fighter may check out items needed for them to safely participate in the program. Borrowed items will need to be returned at the end of session to the Marshals’ Tent. Loaner gear is first-come first-served. There is no way to guarantee that there will be an item available if inventory has already been checked out by other fighters. Please try to have a full working set of armor upon arrival, or bring as many elements as you can.

AUTHORIZATIONS: Each kingdom may elect to hold authorization sessions for Youth Armored/Rapier Combat during the week. Check at the Youth Combat or Youth Rapier administration tent for more information.

SERVICE: Youth combatants are expected to provide service at Pennsic. At a minimum, this will take the form of field sweeps for trash and water bottles in our own lists as well as the surrounding area.

VOLUNTEERS: We encourage parents and marshals-in-training to volunteer at the Youth Armored or Rapier Combat lists.

REGISTRATION AND SUPERVISION

A parent, legal guardian, or notarized guardian must accompany their child/youth to the field the first time they participate in Youth Armored/Rapier Combat during this Pennsic in order to complete the registration process.

During the registration process, the parent/guardian must provide contact information, including a mobile phone number or equivalent method for rapid contact in the case of an emergency by which they can be reached during each youth combat session the child/youth participates in. If the contact information needs to be changed during the course of Pennsic, the parent/guardian must repeat the above procedure.

In accordance with the Pennsic Youth policies, participants under the age of 12 must be within voice range or in sight of their parent/guardian or another designated responsible adult (age 18 or older) at all times while participating in Youth Armored/Rapier Combat. This encompasses the area immediately surrounding the youth list fields. Parents/guardians who wish to designate someone else as a responsible adult for their child under the age of 12 must provide their name and contact information as part of the registration process.

All Youth Combatants will sign in with the marshals for each subsequent session. Even if a Youth Combatant has attended the morning session, a separate sign-in is necessary for the afternoon session.

PENNSIC YOUTH ARMORED / RAPIER COMBAT BACKGROUND CHECK POLICY

The Marshals-in-Charge of Youth Armored and Rapier Combat at Pennsic, as listed on the Pennsic staff list, must present proof of a current SCA-required background check before they can assume their roles at Pennsic. Additionally, the background check policy applies to those marshals put in charge of the Youth Armored and Youth Rapier Combat administration tents and the individual list fields for Divisions 1, 2, & 3.

YOUTH ARMORED/RAPIER COMBAT SCHEDULES

Both programs run from Wednesday, July 30, through Thursday, August 7.

Armored Combat Sessions are scheduled daily from 8:30 to 11:00 am, and 2:00 pm to 4:30 pm, with a few exceptions.

Rapier Combat Sessions are scheduled daily from 9:00 am to 2:00 pm, with a few exceptions.

Both programs also have several evening tournaments scheduled. Times may vary to avoid conflict with other events. Melee will not be available if a tournament is scheduled on the lists. Please check the schedule posted in the Minister of Lists tent at the Youth Armored/Rapier Combat lists for more information.

PENNSIC 52 YOUTH ARMORED/RAPIER COMBAT RULES OF THE LIST

- No Youth Armored/Rapier Combat may occur without the presence of a warranted Youth marshal.
- The word "HOLD" is to be used by marshals, fighters, parents or spectators to stop combat activities when they see a problem. You should use "HOLD" when you witness a behavior, weapon, or armor condition that is unacceptable or dangerous.
- Any combatant who refuses to obey the commands of the marshals shall be removed from the field.
- Parents, guardians, mentors and other observers are expected to act with courtesy and behave in a responsible manner when in the list area. Adults demonstrating inappropriate behavior will be asked to leave the Youth Martial area. This may result in their child having to withdraw from that day's activity.
- Shields must be appropriate to the size, strength and control of the fighter. A fighter may be asked to demonstrate control with a shield if it appears to be too heavy or too large to handle properly.
- Shields may not be used as offensive weapons. NO contact between a shield and the opponent's body is allowed.
- At no time shall there be tournament combat between different divisions. "Death From Behind" conventions will not be used.
- Rules of Engagement shall be the same as for adult Armored/Rapier Combat at Pennsic.

YOUTH ARMORED COMBAT SPECIFICS

ARMOR AND WEAPON INSPECTION

Prior to participating in youth combat activities, and at the beginning of each session, all equipment must be inspected and shall meet all safety & armor requirements of the appropriate division.

ARMOR STANDARDS

Armor standards are as per the SCA Youth Combat Rules, with these additional notes:

- All helmets must be padded with closed-cell foam.
- Helmets with EPP foam are not allowed.
- Helmets with Seven Technology ring-style padding are not allowed.

A helmet with a lengthy open slot across the face, such as a catcher's mask eye slot which does not have a nasal guard, will NOT be permitted in Divisions 2 or 3.

WEAPON SPECIFICATIONS

Weapons standards are as per the SCA Youth Combat Rules, with these additional notes:

- The use of butt spikes is not allowed in Division 1.
- Throwing weapons (axes and javelins) may only be used in melees with the approval of the marshal in charge of the list, who may choose to exclude thrown weapons from specific scenarios or during given sessions at their discretion.

SHIELD STANDARDS

Shield standards are as per the SCA Youth Combat Rules, with the additional note that Society rules require a minimum edge thickness of one-half inch.

YOUTH RAPIER COMBAT SPECIFICS

ARMOR AND WEAPON INSPECTION

Prior to participating in youth rapier activities, and at the beginning of each session, all equipment must be inspected and shall meet all safety and armor requirements of the appropriate division.

ARMOR STANDARDS

Armor standards are as per the SCA Youth Rapier Rules.

WEAPON SPECIFICATIONS

Weapons standards are as per the SCA Youth Rapier Combat Rules.

SHIELD STANDARDS

Shield standards are as per the SCA Youth Rapier Combat Rules.

ARMORED STEEL COMBAT

The Armored Steel Combat Tent is located at the Southeast corner of the Battlefield.

Armored Steel Combat Coordinator: Lord Brian of Stonemarche

Armored Combat with Rebated Blades is a new SCA combat style that seeks to recreate one of the many styles of tournament on foot in the 14th-16th centuries. It uses blunted steel weapons and only cuts – no thrusts. The rules are similar to what you will find in the duel rules of the modern sport of buhurt, made popular by the Battle of the Nations annual event.

This year at Pennsic, the Steel Fighting area will also be host to the new Harnischfechten Experiment, which seeks to reproduce a wider range of historical tournament and dueling techniques. SCA Harnischfechten rules closely mirror those used in the Historical European Martial Arts (HEMA) community outside the SCA.

Schedule

The Armored Steel Combat Tent will be open for pickups, practice, and learning according the schedule below. The area will close if there is no one there to participate, or will stay open longer if there is significant interest. Steel and Harnischfechten marshals are encouraged to help out as much as they are willing.

Practice & Pickups

Thu	7/31	1-4 pm
Fri	8/1	1-4 pm
Sun	8/3	1-3 pm
Mon	8/4	1-4 pm
Tue	8/5	1-4 pm
Wed	8/6	1-3 pm

Tournaments / Other

Starts with a Meet & Greet
3-5 pm Harnischfechten Deed of Arms
3-5 pm Armored Steel Tournament



[Rules for Harnischfechten
Experiment Deed of Arms](#)



[Rules for Armored
Steel Tournament](#)

For more information on Armored Steel combat see the SCA.org Document Library under Society Marshal.

For more information on the Harnischfechten Experiment, see the
SCA.org Document Library under "Society Marshal/Updates/Experimental Programs"

Or join the discussion at www.facebook.com/groups/scaharnischfechten/



PAVILIONS ON THE BATTLEFIELD

**All Tents and Pavilions must be approved
before setting them up around the Battlefield.**

If you pre-registered to put a tent/pavilion on the Battlefield, or if you need to make arrangements to have one there, please visit the Battlefield Inspection Tent and ask for Dame Hadley, Battlefield Pavilion Coordinator; or email bfpavilions@pennsicwar.org.

All tents/pavilions on the battlefield must have a tent ID tag with the name and camping location of the owner. This is mostly for your protection and that of your belongings if it becomes necessary to drop a tent for any reason. Tags are issued by the Battlefield Pavilion Coordinator.

Reminder: No vehicle is allowed anywhere on the battlefield area without a Battlefield pass issued by the Battlefield Pavilion Coordinator or by one of the Martial staff.

PENNSIC HISTORY



Pennsic 10 Runestone

The first Runestone was set in place at Pennsic 10 (1981).

It is located south of the Midrealm royal camp (W01), at the top of the hill overlooking the lake. The land around it is designated as "Runestone Field" and is open to all Pennsic attendees. Public and private events may take place there.

One side of the stone is carved in runes, the other in the Roman alphabet. It is illustrated

with a dragon fighting a tyger, with the wording:

"In honour of Pennsic X. In war we test our honour, courage and skill. Let no one strike in anger. Let no one lie in pain."

The carving around the border reads: "The people of Gnomountain erected this stone and Lars carved it." The carver was Sir Lars Vilhjalmsson (called "the Fierce"), and the College of No Mountain is in the Kingdom of Calontir.

The Fort

The Fort was constructed to commemorate the 30th Pennsic War. It is used during Opening and Closing Ceremonies, for combat scenarios, and other events such as the Children's Water Battle and Peerage Vigils.

The fort was proposed as part of the bid submitted by the autocrats of Pennsic 30, Finn Jarl Herjolfsson and Master Melchior Stoneteeth. The 8-week build was headed up by Master Builder Johann Kinslayer, Foreman Shugodaimyo Kamiizumi Munenori, and Viscount Myles Blackheath (Pennsic Staff project manager). Over 50 volunteers from various households and kingdoms worked on the project, with support from Dave Cooper (who loved operating the heavy equipment!) and the staff of Cooper's Lake Campground.



The War Horn

The War Horn was presented at Pennsic 15 by Alecia von Hawken and Selwyn Talin, who conceived and crafted it. They felt that there was a need for a princely treasure to symbolize and honor the spirit of Pennsic & the SCA.

At Opening Ceremonies, House Darkyard comes forward in procession with the War Horn. The Sovereigns of the East and/or Middle sound the Horn to signify the official start of the War. The Horn is on display during War Week for the populace to view, and at Closing Ceremonies it is presented to the victor of the War and blown once more to officially end the War.

The pavilion displaying the War Horn is usually in the Pennsic Marketplace near the Ice Store (from Sunday to Thursday, 12 - 4 pm). This beautiful work of art is worth seeking out. It has a silver band inlaid with opals, garnets, spectrolite, and malachite, a gold shield with the words "Pennsic War", and a scrimshaw of the Midrealm Dragon and Eastern Tyger. The decorated strap contains garnet and gold beads, pearls, agates, jade, and hematite.



Pennsic 50 Runestone

To commemorate the 50th Pennsic War, a new Runestone was crafted by Hersir Torvaldr Torgarson.

The Runestone depicts soldiers marching to war, a ship with the Norse word *Fimtigi* (50) to symbolize all travelers to Pennsic, the Midrealm Dragon and the Eastern Tyger, all surrounded by a serpent border.

This Runestone is located on Long Way road, at the intersection of blocks N24, N35, and N37 (known as Dagen's Dell).



WAR POINTS OVERVIEW

SATURDAY

7 pm Opening Ceremonies (Fort)

SUNDAY

9 am Head-to-Head Shoot 2 pts

10 am onwards:

KW Capture the Flag 1 pt

Unbelted Champions 1 pt

Belted Champions 1 pt

Rapier Champions 1 pt

Armored Heroic 1 pt

Rapier Heroic 1 pt

MONDAY

8:30 am Arts & Sciences 3 pts

10 am Armored Bridges* 5 pts

1 pm Rapier Castle 5 pts

3 pm 10-Person Round Robin 1 pt

TUESDAY

9 am Archery Champions 2 pts

11 am Armored Woods* 9 pts

2 pm Rapier Woods* 3 pts

WEDNESDAY

10 am Combat Archery/Siege* 3 pts

1 pm Rapier 5-Sword Melee 1 pt

** = Battles with Siege,
Combat Archery and/or
Thrown Weapons*

*War Point Details are
on pages 63-74*

THURSDAY

8 am Thrown Weapons Champs* 2 pts

10 am Armored City Assault* 6 pts

1 pm Rapier Conquest 10 pts

FRIDAY

10 am Armored Field* 5 pts

1 pm Rapier Field 5 pts

Closing Ceremonies:

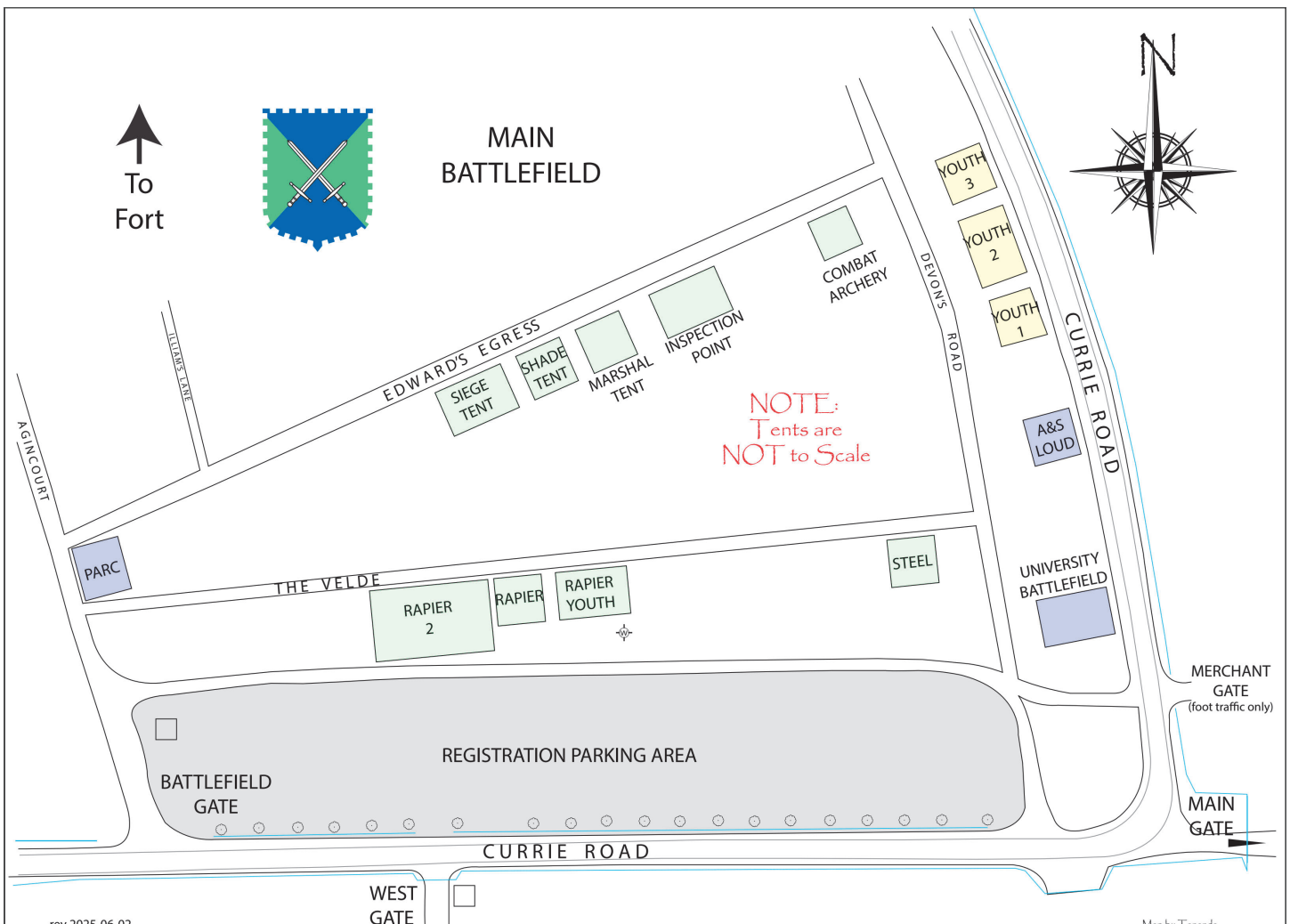
15 minutes after last battle

ALL WEEK

Populace Archery Shoots 2 pts

Populace Thrown Weapons 2 pts

Service Challenge 1 pt



WAR POINT SCENARIOS FOR PENNSIC 52

General Notes and Conventions

ALL BATTLES START ON TIME

- Armored battles will start at 10 am, except the Woods; Rapier battles will start at 1 pm, except the Woods
- East to West for all battles
- **CA and Siege**
 - Normal targeting
 - 10' in from all edges of battlefield to allow CA & Siege safety
- **Armored Combat** (differing conventions kingdom to kingdom)
 - Standard SCA conventions apply
 - Side and top of helm proof against thrusts
 - Death from behind and dead on the ground are NOT in use.
 - Rules of Engagement—see page 45
- **Rapier Combat** (differing conventions kingdom to kingdom)
 - Knee walking allowed
 - Death from Behind allowed
 - Push, tip, and draw cuts are allowed
 - ◆ Per Society Rapier Handbook 7.4.1: The only valid blow with a spear is a thrust. (Draw cuts, tip cuts, and push cuts are not valid. Death from behind is not allowed with a spear)
 - ◆ The Crowns of the East and the Midrealm may decide jointly to remove rapier spears as a valid form in War Point battles at any time. Any authorized fencer utilizing a spear that is subject to sanction may have their right to wield the weapon revoked by the marshalate or Crown for the duration of Pennsic War.

SUNDAY—CHAMPIONS

General

- No sitting crowns or their consorts of East, Middle, Æthelmearc, and Atlantia may fight in the Unbelted Champions, Belted Champions, Rapier Champions Melee, or Heroic Champions. Allied crowns or consorts are allowed to fight in these battles.
- Heirs are permitted to participate in any/all fights.
- Fighters are permitted to participate in both champion battles and heroics fights (i.e. CROSS-OVERS ARE ALLOWED).
- The crowns of the East and Middle (or their representatives) will choose fighters for their side and the crowns of Æthelmearc and Atlantia (or their representatives) will choose fighters for the other side.

Known World Capture The Flag (1 point)

Field Layout

- 150 ft. square
- Flags will be supported by a tower of hay bales 10 ft. from the center of the back line.

- 15 ft. sq. resurrection boxes on opposing corners.
- Substitution boxes will be 15 ft. x 120 ft. outside of the field next to the resurrection boxes
- See Map Diagram #2 (page 76).

General Rules

- 60-minute limited resurrection battle.
- 100 combatants from the East/Middle team and their allies vs. 100 combatants from the Æthelmearc/Atlantia team and their allies.
- Sitting crowns and their consorts may fight in the Allied Champions battle.
- Combatants start along their back line.

Substitutions

- There is no restriction on the number of fighters that may be substituted.
- Once you leave, you may not re-enter (Soccer substitutions). Those waiting to sub in must remain in the substitute box.
- Combatants must move to the sidelines when they leave the field.

(Capture the Flag, continued)

Scoring

- A team scores a point when both flags are together at their tower.
- Every time a point is scored, a hold will be called, and the battle will be reset.
- Flags and combatants return to starting positions.
- Resurrection clocks are reset.

Flag Rules

- Flags must be held in an otherwise-empty gauntleted hand.
- Flag bearers have 360-degree engagement.
- If a flag bearer is killed, the flag must be immediately dropped.
- Flags cannot be thrown/handed off to a teammate.
- Only combatants on the opposing team may move a flag from its initial position.
- Combatants may return their team's flag to its initial position if it has been moved by the opposing team.

Resurrection Rules

- Dead combatants move to the resurrection box.
- Resurrection boxes are simultaneously released every 3 minutes.
- Resurrecting combatants who are not inside the box at release must wait until the next release.

VICTORY CONDITION - "TOUCHDOWN" POINTS

- Majority of points scored at the end of the battle determine the victor
- The battle will end when 60 minutes are up or when one team has seven more points than the other.

Unbelted Champion Battle (1 point)

- 1 pass
- Each team will consist of 50 fighters who are not members of the Order of Chivalry.
- There will be no battle fought for the alternate.

Belted Champions Battle (1 point)

- 1 pass
- Each team will consist of 30 fighters who are members of the Order of Chivalry.

Rapier Champions Melee (1 point)

- Open Field
- Last Man Standing
- Fought best 2-out-of-3 passes, however all 3 bouts will be fought regardless of outcomes.
- 30 person teams

Heroic Champions

Armored Heroic Champions (1 point)

- 15 total fights (minimum 10 belted and 3 unbelted).
- Non-principal Royal Cousins may fight.
- Unbelted royal peers by their own hand or sitting unbelted Crowns, including those that served a principality, will be counted as a belted fighter for heroic champions.
- Double kills to be refought until a winner is determined.
- Whichever side is ahead in points will choose the first fighter. If tied, the winner of a coin flip decides the choice of electing the first armored or rapier. The choice will then alternate between sides.
- Every attempt to match rank and precedents will be made for pairings (e.g., a duke will fight a duke, an unbelted fighter will fight an unbelted fighter).

Rapier Heroic Champions (1 point)

- 19 total fights (minimum 5 non-MOD and 3 Cut and Thrust fights)
- 3 bouts will be fought as Cut and Thrust.
- Double kills will be refought until a winner is determined.
- Matches will be predetermined the day before.

Youth Champions (no points)

Exhibition match to showcase Division 3 Youth Armored fights.

MONDAY

BRIDGES AND CASTLE/CITY WATCH BATTLE

General

- Armored starts first.
- All holds, except medical, are assumed to be local and do not stop the clock. MEDICAL HOLDS MUST BE CLEARLY ANNOUNCED BY MARSHALS. Medical holds are general holds, and General Holds stop the clock.
- No fighting or kneeling on the hay bales. Incidental contact is ok, but you cannot bear weight on the hay bales. (E.g., If you are checked onto a hay bale, you are considered dead.)
- Bridges are one hay bale high.

Armored Bridges (5 points)

Field Layout

- Five bridges: All parallel, one 27 feet wide, four 18 feet wide, all 90 feet long, spaced 27 feet apart.
- A centerline will be marked evenly between the edges of the bridges (this should be 45 feet from each edge).

- Start line for troops is 50 feet from the end of the bridge. The resurrection line is 75 feet from the edge of the bridge.
- See Map Diagram #1 (page 77).

Scenario Rules

- Battle to be fought 5 times for 15 minutes each.
- Resurrections are allowed for the first 10 minutes of each battle.
- At the 10-minute mark, a general hold will be called, and the resurrection point will be closed.
- Breakouts are allowed during the 15 minutes of normal battle. Once the battle is called, no breakouts are allowed on any bridges.

Archery Rules

- Combat archery and siege are allowed on the three middle bridges (2, 3, and 4).
- No shooting at outside bridges number 1 and 5.
- No reinspection or reuse of ammunition once a battle has begun.
- Tubular ammo may be reused without inspection in the following battle.
- Once fired, shafted arrows may not be reused at all for the remainder of the day.

VICTORY CONDITION

- The battle will be called 15 minutes from the start.
- Victory Conditions are determined by control of nine feet past the centerline of the bridge. If the victory condition of a bridge is not met then any fighters within nine feet of the centerline of the bridge must fight to the last man to determine possession of that bridge. There is NO breakout fighting at this point.
- Any contested bridge must be fought to the last man standing to determine the bridge winner.
- Control of the majority of the bridges per heat wins the heat.

Rapier Castle/City Watch Battle (5 points)

General

- 60 Minute Scenario (2, 30-minute unlimited resurrection battles)
- Run twice with each side attacking/defending once.

Scenario Rules

- Five buildings (four out buildings with two doors oriented North/South central building with four) each containing a "Keg".
- Attackers (city watch) start in the castle and enter town and attempt to capture Kegs from defenders.
- Kegs may be captured by four Attackers and carried back into the Castle. Attackers must have an empty hand to carry a Keg.

- Defenders may not move a Keg once it has been picked up but may kill attackers carrying kegs.

VICTORY CONDITION

- Scenario ends when all Kegs are returned to castle or 30 minutes elapsed.

Field Layout

- See Map Diagram #6 (page 76).
- 4 outbuildings are 15 ft. by 30 ft. with 9 ft. doors.
- Central building will be 50 ft. by 50 ft. with 12 ft. doors.
- No fighting over hay bales.

Armored 10-Person Team

Round-Robin Tournament (1 point)

General

- Commonly referred to as the Atlantian 10-person tournament.
- Each team will fight each other once, regardless of alliances.
- All Pennsic armored fighting conventions apply.

Teams

- Fighters cannot be members of the Order of the Chivalry or sitting Royals.
- Each army/side (purple and green) can field a maximum of 5 teams.
- Teams can be composed of kingdoms or mercenary groups/households.
- If a team does not have enough members to fill a roster, they may fill the roster with fighters from any available kingdoms or mercenary groups/households on their side (green or purple).
- Teams can bring an unlimited number of alternates, but alternates can only fight for one team.

VICTORY CONDITION

- Prize winner (prize donated by the Kingdom of Atlantia) is determined by the team with the most wins. If there is a tie for number of wins at the end of the round robin, teams with the ties will fight a sudden death round.
- War Point goes to the army/side with the most aggregate wins amongst all of that army's teams on their side. If there is a tie, each side will field a team of 10 warriors from any kingdom or mercenary group/household on their side for a sudden death round.
- It is possible that a tie-breaker between 2 top teams could affect total aggregate wins per side. The sides can determine how they want to resolve such a situation fairly.

TUESDAY—WOODS BATTLES

General

- All holds, except medical, are assumed to be local and do not stop the clock. MEDICAL HOLDS MUST BE CLEARLY ANNOUNCED BY MARSHALS.
- Medical holds are general holds, and General Holds stop the clock.

Armored Woods Battle (9 points)

General

- Start time for Armored is 11 am.
- Battle is fought for a total of 90 minutes.
- Positions of the flags and resurrection lines will be decided at Pennsic by Marshal One, Rapier One, and respective East/Middle and Æthelmearc/Atlantia/Allies generals during a walk-through of the woods, a day or more before the battles.
- Flag locations and resurrection lines will be the same for both the Armored and the Rapier Woods Battles.
- Whichever side has fewer total War Points at the end of all War Point activities the day before will choose from either the east or west side of the woods as the start/resurrection line.
- Resurrect at the starting lines.
- Exact time checks will be determined by chance prior to the beginning of the battle and may not be disclosed to the participants at any time. Counting down over radios will not be done. Time checks will not be announced via radio.
- One marshal from the East/Middle and Æthelmearc/Atlantia/Allies MUST be present at each flag.

Flags

- 3 Colored Flip-Sticks and hay bales will be used to denote the location of the flag and indicate possession of the flag.
- The Center flag location will be at the exact center of the rectangle of the woods battle area.
- The North and South flags will be set equidistant from the center flag
- All three flags will be positioned equidistant from the respective start lines.

VICTORY CONDITIONS

- One point for controlling a flag will be awarded at time checks.
- Time checks to occur at 30, 60, and 90 minutes of battle, +/- 2 minutes.
- At final check. Fighters within a 9-foot radius of the flags will be fought to the last combatant standing.

Archery Rules

- Combat Archery will be allowed within the designated zone by the North flag and half of the Center flag.
- Only shots within the designated zone will be considered valid.
- The edges of the zone will be clearly marked.
- Thrown weapons are allowed throughout the woods.

Alternate Woods Battle (only run if Woods are canceled)

- Battle size dimensions are subject to change and will be determined at Beer and Brats.
- 90-minute unlimited resurrection battle.
- 3-time checks at 30,60, and 90 minutes (+/- 2 min). Time checks to be chosen by the marshals prior to the battle. Combatants will not know the exact time check.
- 3 stationary banners (flip sticks). No mobile banners.
- No fighting over hay bales. Broken field area will have double high bales.
- All holds are local. Medical holds are general and will stop the clock.
- Rez line = start line
- CA & Siege
 - No reinspection or reuse of ammunition once a battle has begun.
 - Tubular ammo may be reused without inspection in the following battle.
 - Once fired, shafted arrows may not be reused at all for the remainder of the day.

Rapier Woods Battle (3 points)

- Start time for Rapier is 2 pm.
- 60-minute unlimited resurrection battle
- The field will lay out with a Southern to Northern resurrection line.
- Sides will be chosen the evening before the battle.
- Hold called at 30 minutes for mandatory water break.
- No RBG in this Battle.
- DFB Active
- Spear Zone

VICTORY CONDITIONS

- Each side will tally every resurrection.
- The side with the lowest number of tallied resurrections is the winner.

Alternate Rapier Woods Battle (only run if Woods are canceled.) Alternate Woods battle: same scenario on the field; use hay bales as trees, cannot attack through them.

WEDNESDAY
COMBAT ARCHERY & SIEGE

Combat Archery / Siege War Point Battle (3 points)

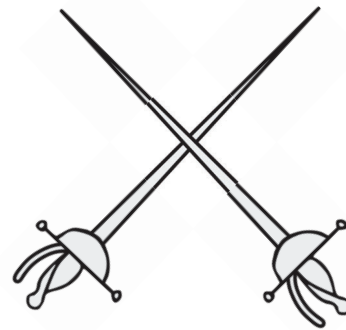
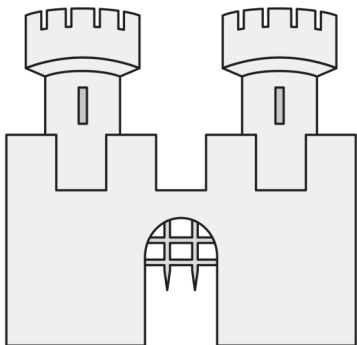
General

- No reinspection or reuse of ammunition once a battle has begun.
- Tubular ammo may be reused without inspection in the following battle.
- Once fired, shafted arrows may not be reused at all for the remainder of the day.

NOTE

The format of the
Combat Archery/Siege battle
changed just before the
book went to print.

Please check on Pennsicwar.org or
with the Marshals for the current
details of the battle.



WEDNESDAY

Rapier 5 Sword Melee Tournament (1 point)

General

- All Pennsic rapier fighting conventions apply.
- Each team will fight each other once, regardless of alliances.

Teams

- Teams of 5 fighters fight in a single death round robin tournament.
- Teams are limited to two members of the Order of Defense per team.
- Each army/side (purple and green) can field a maximum of 5 teams.
- Teams can be composed of kingdoms or mercenary groups/households.
- If a team does not have enough members to fill a roster, they may fill the roster with fighters from any available kingdoms or mercenary groups/households on their side (green or purple).
- Teams can bring an unlimited number of alternates, but alternates can only fight for one team.

VICTORY CONDITIONS

- Prize winner (prize donated by the Kingdom of Atlantia) is determined by the team with the most wins. If there is a tie for number of wins at the end of the round robin, teams with the ties will fight a sudden death round.
- War Point goes to the army/side with the most aggregate wins amongst all of that army's teams on their side. If there is a tie, each side will field a team of 5 warriors from any kingdom or mercenary group/household on their side for a sudden death round.
- It is possible that a tie-breaker between 2 top teams could affect total aggregate wins per side. The sides can determine how they want to resolve such a situation fairly.

THURSDAY—BROKEN FIELD BATTLES

Armored City Assault Battle (6 points)

Scenario - *The City is under attack! Defenders must hold off the attackers' advance as long as possible for the populace to escape to safety!*

General

- One team attacks, the other team defends. The scenario is run two times (2x) so each team attacks once and defends once.
- The victor is the attacking team that overtakes the City by completing all 3 Phases in the shortest amount of time.
- The team with the lower amount of total War Points at the end of Wednesday attacks first.
- There will be a 20-minute break between attacking and defending to allow for the marshallate to reset the scenario, water breaks, and for the field to be cleared of ammunition from projectile weapons and other debris.

Phase 1: Siege Phase

Scenario - *Attackers deploy siege engines to breach the City wall in order to advance into the City! Defenders deploy siege engines to stop enemy fire!*

- At the sound of the horn, the scenario commences and the main time counter starts.
- The attacking team starts 25' behind the wall until a breach point is open; defending team starts at the Fort line (depicted on page 76).
- The attacking siege engines start 50' from the wall. The attacking siege engines must hit 3 targets on the wall / breach the wall at 3 places so the attacking army can advance into the City.
- Each target needs to be hit three times (3x) for that wall section to be deemed breached.
- Once a breach point is open, the attacking team can advance through that breach point into the City. The attacking team does not have to wait for all 3 targets to be hit to start advancing into the City to capture buildings (explained in Phase 2). It can start its advance through the 1st breach point once the target for that breach point is hit, and so on.
- The defending siege engines may counterattack attacking siege engines from 33' behind the wall (In phase 1, Defending siege should be targeting attacking siege rather than firing into the combatants in the line at the wall.).
- During this phase, the attacking team's resurrection box is the 25' line behind the wall.
- The defending team can resurrect at any of the 4 resurrection boxes or the Fort resurrection box during this phase.
- Once all 3 breach points are open, the defending siege

engines must move back to the Fort line. The attacking team's siege engines may move up from the 25' line to the wall and the attacking army's new resurrection point is now at the wall.

- Both teams have unlimited resurrections during this phase. Resurrections are immediate.

Phase 2: City Phase

Scenario - *Attackers have breached the City wall and entered the streets! Defenders must take the fight to the attackers and secure the City's buildings! Can they do so in enough time to allow the populace to flee the offensive?*

- The attacking team advances from the wall resurrection point into the City consisting of 6 buildings.
- Both teams have unlimited resurrections during this phase. Resurrections are immediate.
- The attacking team's objective is to take 5 of 6 buildings, or 15 minutes have passed, whichever occurs first. The 15-minute timer starts once the attacking army breaches all 3 openings on the wall during Phase 1. The marshallate will sound a horn to indicate the start of the 15-minute timer, but will not call hold. The main time counter is still running during this time.
- The attacking team is provided 6 colored flags prior to the start of Phase 1 to use to take 5 of the 6 buildings.
- A building is deemed "taken" when the attacking team places a flag in the center of the building. Once the flag is placed, the building is taken and cannot be retaken by the defending team.
- The attacking team's resurrection point at the start of Phase 2 is at the wall.
- The defending team's resurrection point is 4 boxes (oriented east and west, depicted on page 76). All 4 resurrection boxes are available to defenders unless a building is taken. 4 of the 6 buildings correspond to one of the 4 resurrection boxes. It is possible a building can be taken during Phase 1 once the wall is breached. That is allowed.
- Once a building is "taken" by the attacking army, the defending army can no longer use that building's corresponding resurrection box and must resurrect at another resurrection box or at the Fort resurrection box (described in Phase 3 below). A resurrection box will display a flag bearing the attacking team's color to indicate that it is no longer available for the defending team's use. All resurrection boxes will start with the defending color displayed until taken.
- Once the attacking team has taken 5 out of 6 buildings, or 15 minutes have passed, whichever occurs first, there will be a brief (1-minute) general hold to

indicate that Phase 2 is completed. The main time counter will be paused during this time.

- The attacking army cannot move onto Phase 3 until Phase 2 is completed.

Phase 3: Fort Phase

Scenario - *Attackers have overtaken the City! Defenders must concentrate all of their forces to the Fort so the populace can complete its escape! The Royals are so grateful for the courage of these brave soldiers to ensure the safe passage of their subjects! Huzzah!*

- Phase 3 commences once the Phase 2 general hold is over and the marshallate restarts the main time counter. All fighters start Phase 3 at the place where they were when the hold was called.
- During this phase, defenders have only 1 resurrection left which can only be used only at the Fort resurrection box. The Fort resurrection box is reserved for the defending army's resurrection only. Attackers cannot resurrect at the Fort resurrection box. Attackers must use the City building resurrection boxes that it controls during this Phase (up to 4).
- The attacking army must enter the Fort and plant any of the 6 flags provided at the beginning of the scenario in the center of the Fort to be deemed to have taken the Fort.
- The scenario ends when one flag is planted in the center of the Fort no matter how many defenders remain.
- There is no defending siege allowed in Phase 3; attacking siege is still allowed from the wall during Phase 3.
- *How dare our enemies attack our City and threaten our citizens! It is time for swift retribution! Muster the army for a full assault on the enemy City!*
- At the conclusion, the marshallate will call a general hold and mark the total time of attack.
- There will be a 20-minute break between attacking and defending to allow people to hydrate, for the field to be cleared of ammunition from projectile weapons and other debris, and for the marshallate to reset the scenario (collect flags and provide to the previously defending team, reset time counters, sides can reposition siege engines, etc.).

General Scenario Set-Up:

- Attacking team attacks from the south and advances north towards the Fort.
- Attacking siege engines must hit a 4'x8' "door" for it to be breached. Breach size is 20' in the center and two 12' breaches on each side. The total wall length is 200'. The wall will be one hay bale high.
- Attacking siege engines starts 50' from the wall and can move up to the wall (into the breach points) once all 3 doors are breached.

- Defending siege can start 10' behind the wall but must move back to the Fort line once the wall is breached in all 3 places.
- 4 side buildings are 15'x30' with two 8' doors; 2 center buildings are 30'x30' with two 12' doors. Buildings and doors are oriented as depicted in diagram 3.
- Phase 2 resurrection boxes are 20' feet from the side buildings as depicted on page 76.) All resurrection boxes can be used by defenders until the building corresponding to that resurrection box is taken. The marshals will then display a flag of that attacking team's color to indicate that it is no longer available for resurrection by defenders.
- The Fort is 60'x60' in dimension. The Fort has 4 entrances: two 12' doors oriented north-south and two 8' side entrances oriented east-west. The Fort resurrection box is located 15' behind the Fort.
- To take a building or the Fort, the flag must be placed upright in hay bales arranged in the center of buildings/Fort.
- See Map Diagram #3 (page 76).

General Scenario Rules:

- A gauntleted hand is required to carry and place a flag.
- If the flag carrier is killed, the flag carrier drops the flag in place. The flag remains in place until another attacker picks up the flag. The flag cannot be picked up by a defender.
- Combat archery cannot shoot through hay bales.
- Siege CAN shoot over hay bales; siege engines can resurrect.
- Local holds do not stop scenario time. All general holds (including medical holds) will stop the main scenario time.
- No fighting over hay bales.

Rapier Conquest Battle! (10 points)

- Flags in each team's territory, equidistant between center of the field and resurrection points.
- The goal for each team is to capture (conquer) the enemy team's flag.
- Flip sticks will be used.
- When a stick is flipped a hold will be called, points will be counted, and the field will be reset.
- Hay bales will be used to break up the field for engagements.
- 5 passes total over the course of 60 minutes.
- Alternating spears and RBGs per pass, the clock is frozen during reset.
- All battles fought on a 400-foot by 400-foot field. See Map Diagram #5 (page 77).

FRIDAY—FIELD BATTLES

General

- 15 minutes between each battle to rest, water, and redeploy.
- All holds are general.
- NO COURTS BETWEEN BATTLES

Armored Field Battle (5 points)

- Battle to be fought 5 times.
- 1 Life per Combatant/No resurrection.
- 10 min between battles
- Start line is 100 feet from the edge of the field. Siege starts at 50 ft. from the edge of the field.
- CA & Siege
 - CA & Siege will be allowed in battles 1, 2, and 3.
 - No reinspection or reuse of ammunition once a battle has begun.
 - Tubular ammo may be reused without inspection in the following battle.
 - Once fired, shafted arrows may not be reused at all for the remainder of the day.

• Experiment - Dead on the Ground

- *This is subject to marshal discretion.*
- Dead on the Ground can be used on a combatant who has fallen to the ground until they can resume a combat position. To call a fallen opponent "Dead on the Ground," the attacker must be able to place their weapon on a fallen opponent and say, "dead on the ground."
- "On the ground" is defined as 3 or more points of contact.

Rapier Field Battle (5 points)

- All battles fought to the last fighter on a 400-foot by 400-foot field.
- Five battles, spears only in pass 2 and 4
- ***Exhibitions Before battles 2 and 4 to be fought by Heirs of the four Principal Kingdoms. If no heir is authorized or available, a champion may be chosen to fight in their place.

VICTORY CONDITION is last fighter standing.

ARCHERY/THROWN WEAPONS WAR POINTS

Populace Archery War Point Shoot (2 points)

- Hours are Sun., Mon., Wed., & Thurs. 11 am - 5 pm; Tues 2 - 5 pm; Fri. 1 - 4 pm.
- Any member of the populace may participate.
- Four separate shoots:
 - Castle Clout Shoot
 - Soldier Shoot
 - Castle Window Shoot
 - Friend/Foe Shoot
- Scores will be tallied by participants' kingdom and posted in the Marshals' Tent.
- The kingdom scores will be awarded to the side as decided by the principal kingdoms.
- The winner of each shoot is determined by the total number of points tallied by archers over the course of the War.

Head-to-Head Archery Shoot: Sunday (2 points)

- 10 champions shooting per side.
- Set up 4 targets on each side and 1 in the middle.
- Shooters stand 35 yards from each target.
- As shooters work through their targets then the last target to shoot is the middle shared one.
- 1st to take out that target wins.

Archery Champions: 9 am Tuesday (2 points)

- 30 total champions from each side (plus 10 alternates per side)
- Arrival time will be 9:00 am and start time will be 10:00 am.
- Results will be tallied during lunch.
- There will be two individual elements for this shoot, in the following order:
 - 10-station Roving Range shoot
 - Friend/Foe shoot

Populace Thrown Weapons War Point (2 points)

- Hours are Sun. to Wed. 10 am - 4 pm; Thurs. 1 - 4 pm.
- Any member of the populace may participate.
- Each pass consists of 3 targets (axe, knife, and spear).
- 2 weapons are allowed at each target.
- 4 passes, thrown all at once or over multiple days.

Thrown Weapons Champions: 8 am Thursday (2 pts)

- 15 vs 15 teams made up from the East/Middle vs Æthelmearc/Atlantia/Allies
- Passes: 15 head to head competitions
- The side that wins the majority of the head-to-head competitions wins the point.

ARTS & SCIENCES WAR POINT

Monday, August 4 in the Great Hall (3 points)

Arts & Sciences General Staff

East:

- General: A&S: Laureate Abu-Duruz Ibrahim, OL
- MOAS: Mistress Raziya bint Rusa, OL

Midrealm:

- General: A&S: Baron Tonis van Driele, OL, KSCA
- Executive Officer: Dame Roana Aldinoch, OP, OL

Atlantia:

- MOAS: Dame Sophia the Orange, OL
- A&S Dep of Competitions: Magistera Beatriz Aluares de la Oya, OL

Æthelmearc:

- General, Magister Casimir Zeleny z Strasna skala, OL
- MOAS: THL Maggie Rue

Schedule

Staff Set up: 7:30 - 8:30 am

Entrant Set up: 8:30 - 9:00 am

Scorers and Entrants meeting: 9:00 - 9:30 am

Round 1: 9:30 - 10:30 am

Round 2: 10:45 - 11:45 pm

Lunch: 11:45 - 12:30 pm

(Individuals involved in any way with the Pennsic A&S War Point are highly encouraged to bring their lunch or make arrangements for lunch to be brought to them.)

Round 3: 12:30 - 1:30 pm

Round 4: 1:45 - 2:45 pm

Announcements: 3:30 - 4:00 pm

Clean Up: 4:00 - 5:00 pm

Executive Summary

Pennsic 52 (2025) A&S War Point will be a panel-reviewed, rubric-based competition with artisans, entries, and Scorers present. Each Entrant will have 4 Scorers, the lowest Scorer's score will be dropped, and the remaining scores are averaged. The single highest average score in each division (non-Laurel, Laurel) will be declared the victor in each respective category. Additional modifications of numbers of entries are considered to accommodate the logistical differences of a "Purple" war.

Clarification of Terms

Principal Kingdom = East, Midrealm, Atlantia, or Æthelmearc.

Principal Side = combined Kingdoms of East/Midrealm and Æthelmearc/Atlantia with respective affiliated allies.

Entrant = populace member submitting an A&S entry to
JULY 25 - AUGUST 10, 2025

be evaluated according to the Pennsic rubrics for competition to the Pennsic A&S rubrics.

Scorer = person assigned to review and score an entry based on Rubric criteria.

Reviewer = person assigned to verify Scorer score sheets adhere to Rubric criteria.

Category types of entries

- Made Objects (Studio/ Fine Arts)
- Made Objects (Fiber/Textile/Clothing)
- Made Objects (Domestic/Archaeology/Lived Objects)
- Food & Beverage
- Performance
- Research Project & Paper

Each Side is encouraged to make every effort to submit at least one (1) Entrant for each Category/ Division to encourage diversity in the arts represented. Neither side will be penalized towards the War Point calculations if not submitting an Entrant in any given category. Recognition of Category champion will be adjudicated based on entries received with recognition that lack of representation by one Side will not disenfranchise Entrants in that category from the opposing Side toward determination of Category Champion.

Entries must have been finished in the last two (2) years (completed no earlier than 8/1/2023) and cannot have been previously entered in a Pennsic Arts and Sciences War Point Championship.

Reproduction artifacts for entry must be documented in construction and design to a pre-1600 style. Research projects or theses must relate to a pre-1600 topic, or to a topic of direct import to a historical reenactor of pre-1600 lifeways. Food and beverage entries must be based on pre-1600 flavor profiles, ingredients, and processes. Performances should be of material demonstrated to be of a pre-1600 composition style. Original compositions done in a period style are appropriate.

Divisions and number of entries:

Competition shall be divided into two divisions (Non-Laurel, Laurel). Participants are barred from multiple entries and may not switch divisions. An individual's residency status for purposes of category eligibility shall be solely determined by their status as of May 1, 2025. Peerage status shall be determined as of July 1, 2025. Each side shall submit NO MORE than twenty (20) entries combined to include Entrants from each Principal and Allies. Maximum total Entrants for the

(A & S War Point, continued)

competition is forty (40). Distribution of numbers between the two (2) Divisions shall be at the discretion of each side.

Neither Principal side shall exceed a maximum of three (3) performance entries per side including allies, for scheduling reasons. Performance is defined as any entry which requests any specific action or recitation to be reviewed; allowable performance entries are for solo performance only (no ensemble performing arts entries). Incidental performance of skills related to entries during review shall not define the entry as performance.

All Entrants, regardless of category, must be physically present with their entry on the day of the A&S War Point competition and must participate in face-to-face dialogue with the Scorers.

As much as possible, timeslots will be assigned to attempt to reduce the number of hours of commitment needed for each Scorer and Entrant. Timeslot assignments will be assigned to accommodate communicated schedule constraints as much as possible while still maintaining a roughly equal distribution of Entrants and Scorers per time slot.

A&S Entrant and War Point Victors

A victor will be declared for each category within each division, defined as possessing the most adjudicated points at the end of the review period. If there is only one Entrant in any category by division, they are the victor by default. Each Division will also have a Division Champion. Scrolls shall be provided for each declared Champion. Coordination of the scrolls is the responsibility of the "hosting" Principal but may be provided from any Kingdom.

There shall be three (3) A&S War Points. A point will be awarded for each Division total and the final point shall be a combined Team total.

The Divisional War Point totals shall be determined by totaling all Entrant scores for a cumulative score by Division. In the event there are an uneven number of Entrants by Side within a Division, the number of Entrants counted from each side will be equal to the number of Entrants brought by the side with fewer Entrants. The Side which submitted a greater number of Entrants within the Division will be allowed to drop their lowest scores within the Division until an equal number of War Point Entrants within the Division is reached.

The Combined War Point shall be determined by totaling all Entrant's scores irrespective of Division. The Side which submitted a greater number of Entrants will be allowed to drop their lowest scores until an equal number of War Point Entrants is reached.

In the case of a tie for the War Point, the scores will be re-adjudicated by adding the lowest Scorer's score back into each Entrants' scores and the averages shall be recalculated. If all scores still result in a tie, the highest scoring entry from each side shall be compared by the A&S Generals of the Principal Kingdoms for the win.

Documentation

A cover sheet is required for each entry (existing cover sheet format to be reviewed/edited and agreed upon by all Principals). Additional documentation is also required but may include written format and/or verbal defense, as well as video, graphic, pictorial, or other reasonable documentary formats. Entrants have the right to supplement their documentation between submission by the agreed upon deadline and the start of Scorers' meeting at the Pennsic A&S War Point competition, subject to other restrictions of this document. It is the sole responsibility of the Entrant to provide and prepare their own documentation, as well as any equipment (such as a tablet or laptop) which may be necessary to display relevant documentation.

The documentation submitted by an entrant is considered an intrinsic portion of the entry, and documentation produced by a third party is expressly prohibited. Proofreading and editing assistance is acceptable prior to the date of final submission, but only suggestions may be offered as the Entrant must compile and complete ALL documentation to be submitted themselves. Accommodation is allowed as required for individual Entrants on a case-by-case basis.

All documentation, from all Entrants (primaries and allied) must be submitted in substantive form no later than July 1, 2025. Any errata documentation presented the day of the competition must be noted as such and should not significantly change the documentation but rather add supporting evidence or Entrant findings. This also includes any updates found while translating non-English sources as noted below.

Non-English language documentation is permitted but must be submitted in final form by July 1, 2025, with no grace period for rewrites or additions due to the need for an unbiased translation. This includes all documentation, even in part, to be reviewed that requires any level of translation into English from any language. Entrants are welcome to provide their own translations, if possible, but unbiased translators will still be required. Transcribers should be allowed as necessary to accommodate individual Entrants.

The goal of documentation is to describe the artisan's process of creating their entry, show the evidence used in that process, explain the choices made based on that evidence, and demonstrate its connection to a pre-16th

century culture. Many types of evidence can be used in documentation, including but not limited to:

- The work of modern historians and researchers,
- Archaeological finds and analyses,
- Museum pieces and other surviving objects or artwork,
- Historical texts from the period in question,
- Living/oral traditions.

Scorers should bear in mind that some types of evidence may not be available for a given time or place, and if there is any question about this, Entrants should be given the opportunity to discuss the availability of different types of evidence.

With this in mind, an additional note about living/oral traditions is warranted. Evidence from oral traditions or traditional practices is explicitly welcome in documentation. When used, evidence from oral traditions or traditional practices (just like other types of evidence) should be cited as to its origin and the evidence's reliability and applicability to the project should be discussed. Artisans are encouraged to also review the SCA's "Guidelines for the Recognition and Approval of Oral Tradition in the Arts and Sciences" (link: www.sca.org/wp-content/uploads/2022/09/ASGuidelinesForOralTradition.pdf)

Selection of Scorers

Primary Kingdoms will each provide a minimum of two (2) Scorers per entrant. Ideally no Scorer should be scheduled to review more than two (2) entries. Any ally that provides an Entrant must also provide a minimum of two (2) Scorers per entrant.

These Scorers shall be selected based on appropriate overall knowledge of the Arts and Sciences; their ability to read, understand, and justly apply the appropriate scoring rubric; and they shall possess adequate subject matter expertise in the area of the entry for which they have been primarily assigned, if at all possible, though this is not required.

A roster of Scorers shall be maintained by each General and shall be made freely available following the Scorers' selection deadline of June 24, 2025 (six weeks prior to the competition). Alterations to this roster must be reported to all Generals within 72 hours of discovery.

Role of Scorers

Scorers are to read the Entrants' submitted documentation prior to Pennsic as well as discuss with the Entrant their entry and documentation during their assigned review session in order to provide a score based on the provided Rubric, free of undue influence or conflict of interest. Scorers shall:

- To the best of their ability, apply the correct rubric as written to their assigned entry.

- Attend training (hosted jointly by the Principal Kingdoms) which will be offered online at least twice prior to Pennsic (and will also have recorded training available online) and from the beginning of Pennsic until the day before the competition as an optional session as requested for last minute Scorer substitutions.
- Work constructively with Entrants before determining the appropriate score.
- Allow time and space for Entrants to freely answer questions and provide additional information.
- Maintain a professional and compassionate demeanor when discussing the Entrant's body of work, research, and documentation.
- Ask questions which allow the Entrant the opportunity to display any missing or faulty aspects of their entry or documentation.
- Give actionable, constructive written feedback to the Entrant on ways they can improve or elevate their work. THIS IS NOT OPTIONAL.

Replacing Scorers

Scorers who withdraw prior to Pennsic should be replaced as soon as possible, and a replacement Scorer will be named by the corresponding General within 72 hours of discovery. The new Scorer shall be provided with all currently available materials, including available documentation.

Conflict of Interest between a Scorer and Entrant is unacceptable. Both Scorers and Entrants have a responsibility to discuss and to explain any potential conflicts, upon request, as well as to make the A&S War Point Staff or a General know of any conflict.

Examples of Conflicts of Interest include but are not limited to current and former formal SCA student/teacher relationships, current or former cohabitation, current intimate relationships, current or former business relations, as well as any other powerful social ties which gives any appearance of partiality.

By unanimous agreement of all Principal Generals, any Scorer may be removed or replaced at any time. Any replacement Scorers must be assigned from the existing pool of Scorers who have attended a training session.

Scorers Training

Joint Scorers training will be provided at least twice prior to Pennsic (and made available online) with at least one (1) on-site training prior to War Week as an optional session for last minute Scorer substitutions.

Rubrics

Rubrics for Made Objects, Performance, Food & Beverage, and Research will be agreed upon by the Principals no later than April 1, 2025 (18 weeks prior to the

(A & S War Point, continued)

competition), to allow adequate time for Entrants to update their documentation before the Documentation deadline.

Scorers training classes will be offered online by a joint effort of the Principal Kingdoms. All Scorers must attend at least one (1) class before reviewing the Entrants. Failure to attend at least one training session is an automatic removal from the reviewing pool. Each Kingdom is responsible for ensuring and confirming attendance by each identified Scorer. If someone does score a piece and has not attended the training and their resulting scoring is determined to be out of line compared to the other Scorers, regardless of score, that score should be the one dropped for consideration of placement.

Scorers may discuss the rubric scores and comments prior to submission but must score individually. There can be no substantial duplication of commentary between the Scorers. If the commentary is found to be overly critical without constructive feedback, it will not be given to the Entrant and may be excluded from the score at the mutual discretion of the Principal Generals.

Scoring

Each Scorer shall submit their scores to the Generals' Staff table for calculation as soon as possible after their review session. Official calculations shall be performed by the Generals' Staff. An unweighted average of scores, after striking the lowest score, will be utilized to calculate the Entrant's final score.

All scoring assumes starting from a perfect starting score. Any reductions of score in any scoring area must include rationale for the reduction and constructive feedback on how a higher score might have been achieved.

Reviewers

Each Principal Kingdom shall provide a minimum of 2 Reviewers to review score sheets. Each Entrant will have no fewer than two (2) Reviewers (one (1) from each Principal side) review all four (4) score sheets submitted for that Entrant. The purpose of the Reviewers is to ensure scoring and commentary adequately meets the requirements bulleted in the section "Role of Scorers" noted above in this document. Restated from the final sentence in the "Rubrics" section above, "If the commentary is found to be overly critical without constructive feedback, it will not be given to the Entrant and may be excluded from the score at the mutual discretion of the Principal Generals."

Set-up expectations

The designated Hosting Kingdom shall be accountable for setting up tables and chairs for each Entrant, providing water and snacks for the competition, and verifying that the space is clear and clean at the end of the competition. All other Kingdoms participating in the A&S War Point Competition are expected to provide assistance in setup and take down.

SERVICE CHALLENGE

General (1 point)

- Each side will tally the number of people participating in the following areas of service to determine the service point:
 - Taking a class
 - Teaching a class
 - Serving at Heraldry Point
 - Serving at Newcomer Point
 - Serving at Family Point
 - Doing a shift for Watch
 - Doing a shift for Gate
 - Acting as a target or bringing children to the Children's Water Battle
 - Sponsoring an event (per what is published in the Pennsic calendar)
 - Events that do not count are limited entry battles such as, but not limited to, Rose Tourney, Combat of the 30, Cadet Tourney, Squire Tourney, Baronial Champions, etc.
 - Sponsoring youth parties counts
- Service must be between Sunday and Friday of War Week to count for this point.



PENNSIC HISTORY—MIDNIGHT MADNESS

Wednesday evenings are “Midnight Madness” in the Marketplace. Here is the story of how it began:

The first special War shopping event took place at Pennsic 18. The previous year at Pennsic 17, the Merchant Liaison, Ts’veen’a bas Tseepora Levi, had met with the merchants to address any issues. They said that shopping was very slow on Wednesdays, and asked for ideas to boost sales. Ts’veen’a declared that for Pennsic 18, Wednesday would be a market day. It was advertised in that year’s site book: “Cooper’s Carnival - a day of merriment and festivity! Wander the Marketplace and see the gaily decorated booths! Play the games and activities the merchants have planned! Many merchants are offering a special Carnival Day discount!” Shoppers were encouraged to vote for the merchants whose booths most embodied the spirit of Carnival.

Wednesday’s Carnivals in the Marketplace continued at Pennsics 19 through 21. During Pennsic 20, the *Pennsic Dailie Tidings* newspaper reported, “a bustle of Queens with their attendants, pricers, buyers, and hagglers invaded the Market on Festival Day, [adding a] note of elegance and grace to a Market that grows more colorful and authentic with each passing year...the narrow streets north and west of the Barn are one of the best places at the War to seek a truly medieval ambiance.”

The quip about “winning the Pennsic Shopping War Point” goes back at least this far.

For Pennsic 21, the new Merchant Liaison, Reya na Beantann, had the idea to extend Wednesday’s Carnival shopping into the evening with “Midnight Madness.” *[Editor’s Note: my recollection is that it was so hot that year that many people weren’t leaving their camps to go shopping, and merchant sales were suffering. Marketplace hours were extended into Wednesday evening to encourage them to come out.]*

Midnight Madness proved so popular, with people enjoying the cooler evening temperatures for their shopping and entertainment, that the daytime Carnival was discarded after Pennsic 21, and Midnight Madness has been held on Wednesday nights ever since. Merchants open later in the day, or close down for a period in the afternoon, in order to have robust evening hours for the populace to enjoy. While some merchants organize entertainment specifically for their stores, other entertainers roam the market and still more perform in common areas. For some Pennsic attendees, it is one of the highlights of the War. Being in the throng of people visiting the Marketplace is the one time you can truly grasp that there are over 9,000 people at Pennsic.

Thank you to Mistress Ts’veen’a for providing the origins of Carnival and Midnight Madness for this article.

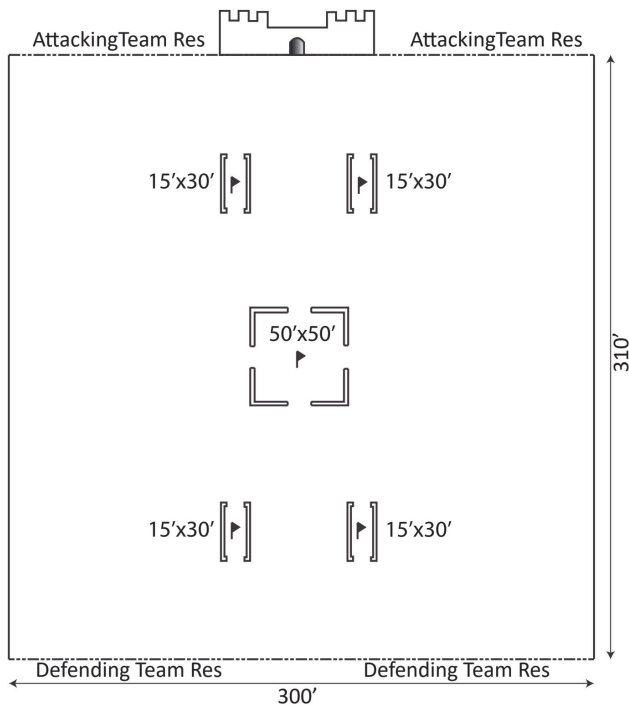


DIAGRAM 6 (RAPIER CITY WATCH BATTLE)

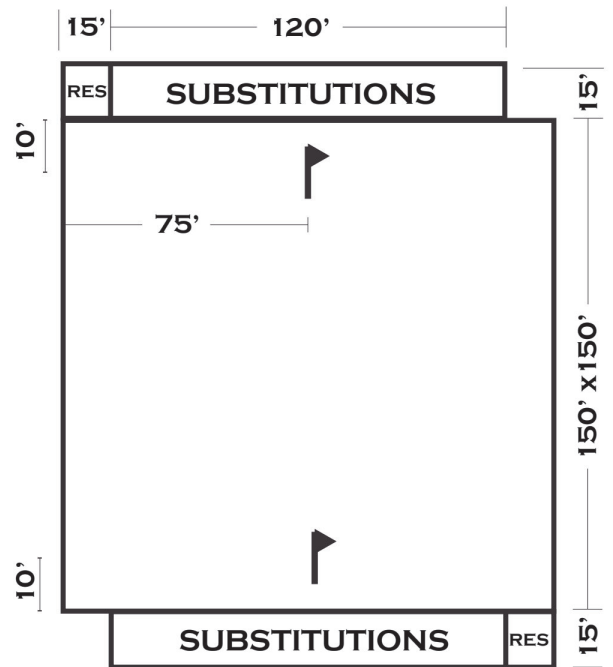


DIAGRAM 2 (CAPTURE THE FLAG BATTLE)

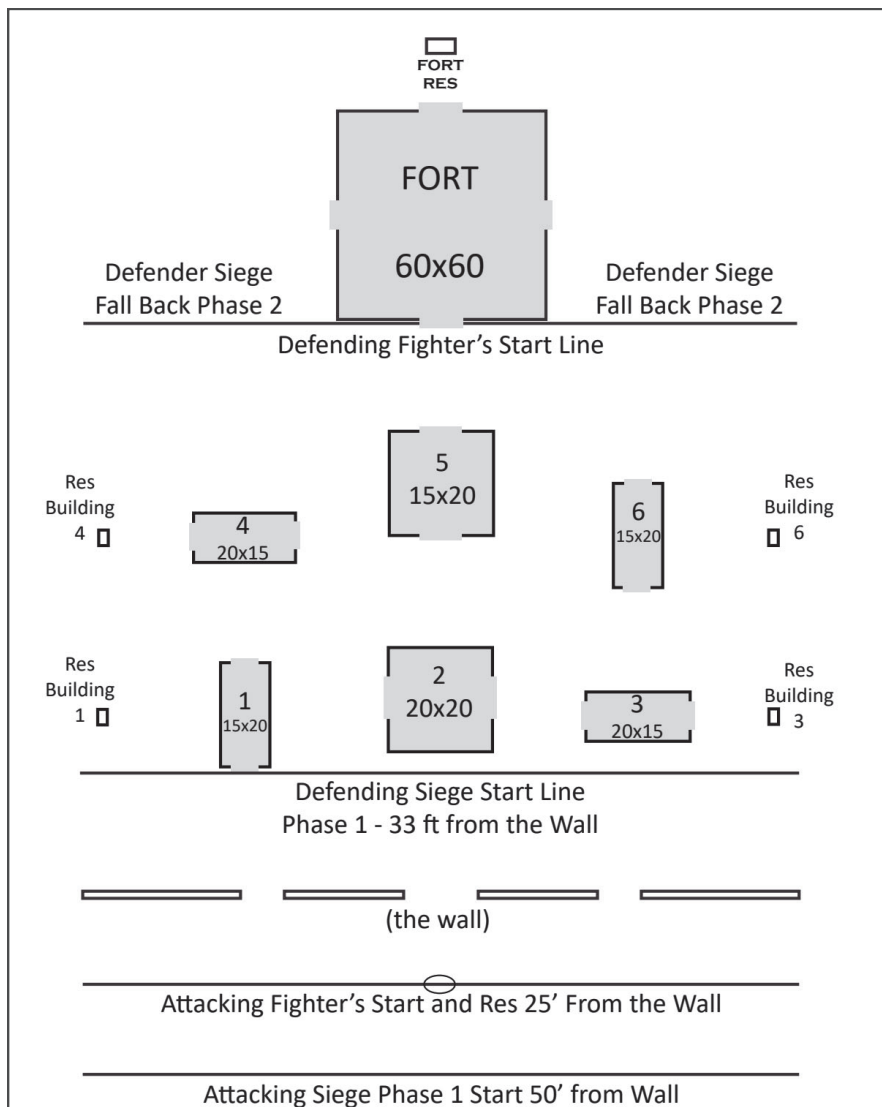


DIAGRAM 3
(ARMORED CITY ASSAULT BATTLE)

*Some of these diagrams
have been simplified
to fit this smaller format.*



*For full size diagrams
with dimensions,
scan the QR code.*

*Diagrams are also available
at Marshals' Point.*

DIAGRAM 4
(SIEGE /CA BATTLE)

CHECK WITH THE MARSHALS
FOR DETAILS

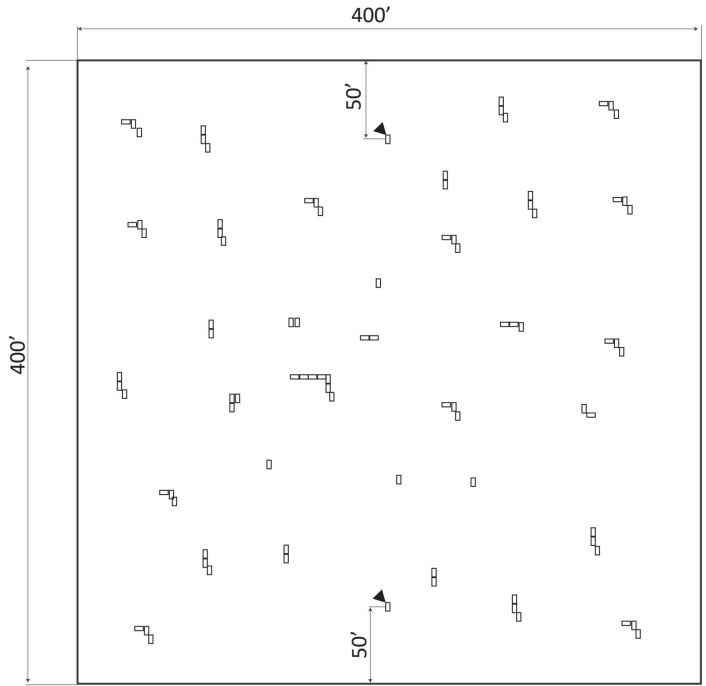


DIAGRAM 5 (RAPIER BROKEN FIELD BATTLE)

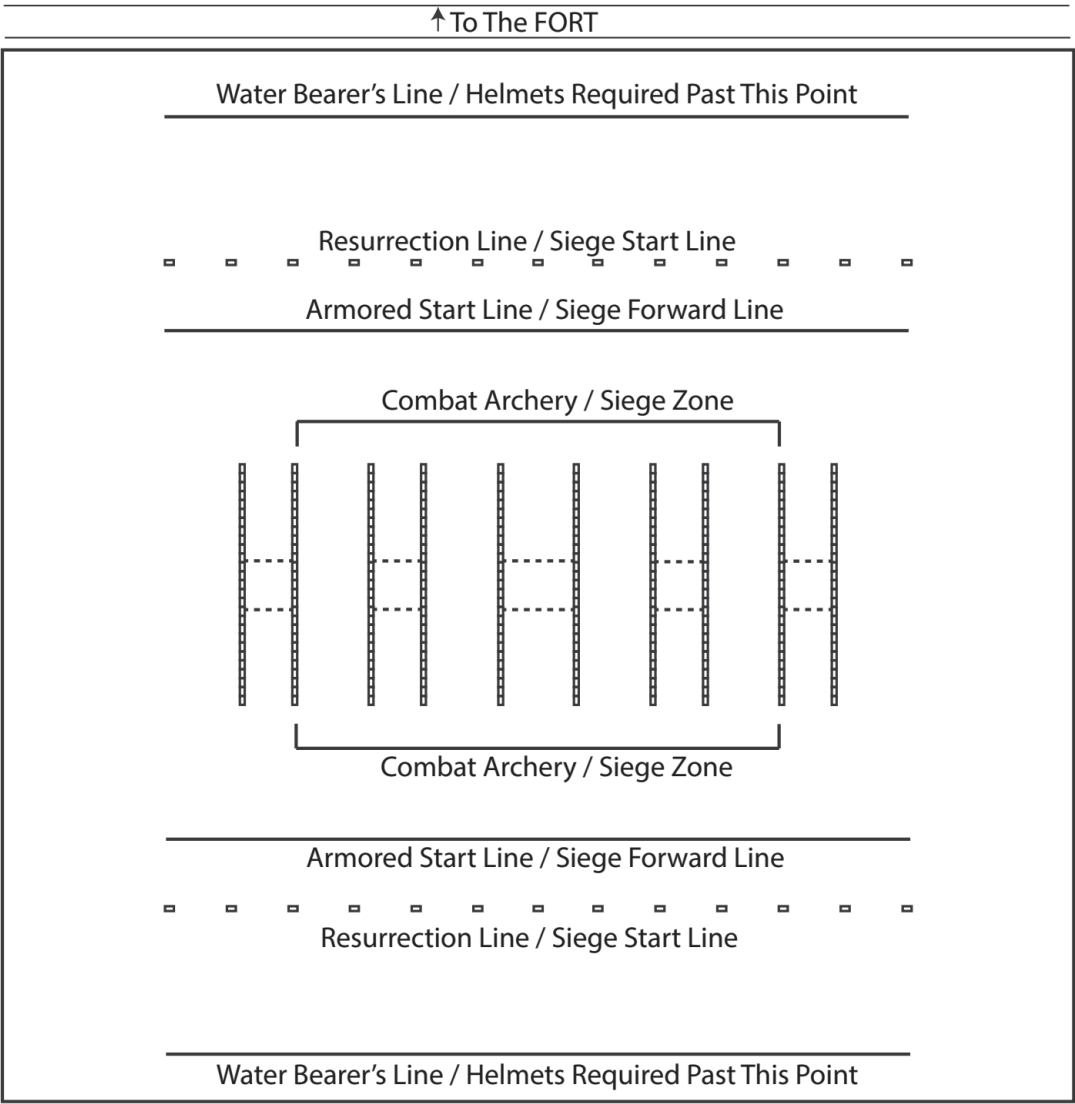


DIAGRAM 1 (BRIDGE BATTLE)

CULTURAL AFFAIRS

The Cultural Affairs Division provides Pennsic attendees with the space to teach and learn about medieval activities and cultural experiences.

We hope to bring out the beauty in our Society through the various departments:

- Teach or take classes in **Pennsic University**, **Middle Eastern Arts**, and **European Dance** spaces.
- View a multitude of performance types or maybe even be on stage with the **Performing Arts Department**.
- Learn strategy and skill in the **Medieval Games Tent**.
- View the elegant creations of the populace at the **Arts & Sciences Displays**.
- The **Family Point Complex** is a great space to entertain your children and help guide the youth of our organization.

We hope you will participate in the diverse culture provided.

FAMILY POINT

NEW LOCATION—next to the Great Hall,
entrance off St. Lawrence Way

Family Point provides activities and entertainment for those under 18 and their families.

The **Family Point Complex** is open and staffed from 9 am to 5 pm each day, from Tuesday, 7/29 through Tuesday, 8/5, as well as on Thursday, 8/7. We are closed 8/6 to accommodate the Children's Fete, Water Battle, and Midnight Madness. At night, Family Point is transformed into our **Teen Lounge**, open from 7 to 10 pm, Tuesday, 7/29, through Tuesday, 8/5.

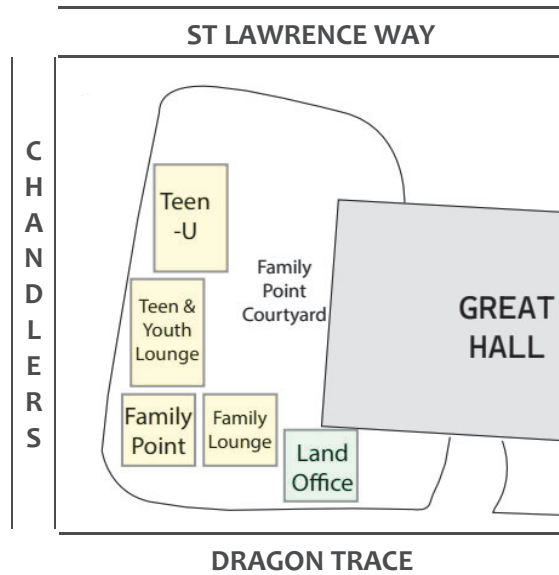
The **Family Point Lounge** serves as our "info point", as well as hosting playgroups and parent meet-ups. The new **Family Courtyard** provides a safe space for younger children to play. 3-9 year olds and their adult/teen helper can enjoy scheduled crafts and activities in our **Family Point Tent**, while our **YouthU tent** has classes designed for ages 8-12 to enjoy.

For our older youths, the **Teen Lounge** occupies half the **YouthU tent**, and is open for scheduled games, classes, and activities, as well as providing a hangout space for older kids. **TeenU** exists to allow those aged 13-17 to take classes designed for adults in a lower-intensity environment, as well as teen-specific classes.

Please check Thing.Pennsicuniversity.org or at Family Point for the most up-to-date schedule of activities.



VOLUNTEERING: Interested in volunteering to help? Stop by Family Point to learn more, and to see our signup sheet.



In accordance with SCA Policies, all Family Point activities are supervised by a background-checked youth officer. Families and youth are expected to follow all SCA and Pennsic supervision rules. SCA youth activities are not a babysitting service and Family Point staff cannot be used to fulfill the requirement for an accountable adult/teenager as defined in the Pennsic site rules.

YOUTH A&S DISPLAY, SUNDAY, 8/3 IN THE GREAT HALL

The Youth Arts & Sciences Display takes place at the same time as the general Arts & Sciences Display. It will be in a designated area near the entrance of the Hall. Youth artisans may set up between 11:30 am and 1 pm.

To Register: Come to University Point before 3:00 pm on Saturday 8/2; there will be a Youth A&S Display sign-up sheet. Documentation sheets are available at University Point and at the sign-in table during the Display. See the A&S Display article on page 83 for more details.

FAMILY ACTIVITIES SCHEDULE

MONDAY, JULY 28	7:00 pm - 8:00 pm	Bedtime Stories for Children (Par/Ch Other)	A&S 13
TUESDAY, JULY 29	9:00 am - 12:00 pm	Welcome to War Craft Time (Par/Ch Craft)	Family Point
	10:00 am - 12:00 pm	Toddler Playgroup (Par/Ch Other)	Family Lounge
	1:00 pm - 2:00 pm	Pennsic Rocks (Par/Ch Craft)	Family Point
	5:00 pm - 6:00 pm	Youth Rapier Family Meet and Greet (Mtg)	Youth Rapier List
	7:00 pm - 8:00 pm	Bedtime Stories for Children (Par/Ch Other)	A&S 13
WEDNESDAY, JULY 30	9:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
	9:00 am - 11:00 am	Viking Bling! (Par/Ch Craft)	Family Point
	11:00 am - 2:00 pm	First Day Youth Heavy List Battlefield Games (Comb:Y)	Youth Combat List
	11:00 am - 12:00 pm	Kid Garb Swap Meet (Par/Ch Other)	Family Lounge
	11:00 am - 12:00 pm	Carving Viking Runestones (Par/Ch Craft)	Family Point
	11:00 am - 12:00 pm	Adventure Maximus: An Introductory D&D-style RPG (Game)	Youth University
	11:00 am - 1:00 pm	Knot Strictly Functional (Cord)	Teen University
	1:00 pm - 2:00 pm	Youth Recorder Jam Session (PA:Music)	A&S 9
	1:00 pm - 2:00 pm	Roman Mosaics (Par/Ch Craft)	Family Point
	1:00 pm - 2:00 pm	Constellations and Crafts (Sci)	Youth University
	1:00 pm - 3:00 pm	Preschool Playgroup (Par/Ch Craft)	Family Lounge
	1:00 pm - 2:00 pm	Beginning Lucet Cord (Cord)	Teen University
	3:00 pm - 5:00 pm	Domos Draconum: Palace of the Silver Princess (Game)	Teen Lounge
	3:00 pm - 4:00 pm	Beginners' Bayeux Tapestry (Embrdry)	Teen University
	7:00 pm - 8:00 pm	Bedtime Stories for Children (Par/Ch Other)	A&S 13
	7:00 pm - 10:00 pm	Teen Lounge: Welcome To War Meet-n-Greet (Par/Teen)	Teen Lounge
THURSDAY, JULY 31	8:30 am - 11:00 am	Morning Skills and Sparring (Comb:Y)	Youth Combat List
	9:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
	11:00 am - 12:00 pm	Uke Can Do It! Beginner Ukulele Class (PA:Music)	Teen University
	11:00 am - 1:00 pm	Toddler Playgroup (Par/Ch Other)	Family Lounge
	11:00 am - 12:00 pm	Adventure Maximus: An Introductory D&D-style RPG (Game)	Youth University
	12:00 pm - 1:00 pm	Children's Choir (PA:Music)	PARC tent
	12:00 pm - 1:00 pm	Engaging with Youth in the SCA (SCA)	A&S 12
	1:00 pm - 2:00 pm	Recreating the Skjoldehamn Belt for Teens (Costume)	Teen University
	2:00 pm - 3:00 pm	Midrealm: Barony of Rivenstar's Lava Tourney (Comb: Y)	Youth Rapier List
	2:00 pm - 4:00 pm	Knot Strictly Functional (Cord)	Teen University
	3:00 pm - 5:00 pm	Domos Draconum: Palace of the Silver Princess (Game)	Teen Lounge
	7:00 pm - 8:00 pm	Bedtime Stories for Children (Par/Ch Other)	A&S 13
	7:00 pm - 10:00 pm	Teen Lounge: Bardic Circle (Par/Teen)	Teen Lounge
FRIDAY, AUGUST 1	8:30 am - 11:00 am	Morning Skills and Sparring (Comb:Y)	Youth Combat List
	9:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
	9:00 am - 10:00 am	Roman Mosaics (Par/Ch Craft)	Family Point
	10:00 am - 11:00 am	Youth Axe-Throwing Instruction (Comb:TW)	Thrown Weapons Teaching Rng
	10:00 am - 11:30 am	Tips, Tricks and Toddlers (Par/Ch Other)	A&S 13
	11:00 am - 1:00 pm	Roman Jewelry for Teens (Jwlyr)	Teen University
	11:00 am - 12:00 pm	Adventure Maximus: An Introductory D&D-style RPG (Game)	Youth University
	12:00 pm - 1:00 pm	Children's Choir (PA:Music)	PARC Tent
	1:00 pm - 2:00 pm	Nickel Flowers and Vines (Illum)	Teen University
	1:00 pm - 3:00 pm	Preschool Playgroup (Par/Ch Craft)	Family Lounge
	1:00 pm - 3:00 pm	Life-Sized Cardboard Castle Building (Crafts)	Youth University
	2:00 pm - 3:00 pm	Youth Combat: Stretching and Conditioning (Comb:Y)	Youth Rapier List
	2:00 pm - 3:00 pm	Beginning Lucet Cord (Cord)	Teen University
	3:00 pm - 5:00 pm	Domos Draconum: Palace of the Silver Princess (Game)	Teen Lounge
	7:00 pm - 8:00 pm	Bedtime Stories for Children (Par/Ch Other)	A&S 13
	7:00 pm - 10:00 pm	Teen Lounge (Par/Teen)	Teen Lounge
SATURDAY, AUGUST 2	8:30 am - 11:00 am	Morning Skills and Sparring (Comb:Y)	Youth Combat List
	9:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
	9:00 am - 11:00 am	Viking Bling! (Par/Ch Craft)	Family Point
	10:00 am - 11:00 am	Make and Take Lego Medieval Manuscript Marginalia (Illum)	Teen University
	11:00 am - 12:00 pm	Lucet Cord Making (Cord)	Teen University
	11:00 am - 12:00 pm	Carving Viking Runestones (Par/Ch Craft)	Family Point
	11:00 am - 1:00 pm	Toddler Playgroup (Par/Ch Other)	Family Lounge

FAMILY ACTIVITY SCHEDULE

SATURDAY, AUGUST 2	11:00 am - 12:00 pm	Adventure Maximus: An Introductory D&D-style RPG (Game)	Youth University
	12:00 pm - 1:00 pm	Children's Choir (PA:Music)	Performing Arts Rehearsal
	12:00 pm - 2:00 pm	Knot Strictly Functional (Cord)	Teen University
	1:00 pm - 2:00 pm	Pennsic Youth Choir (PA:Music)	Performing Arts Rehearsal
	2:00 pm - 3:00 pm	Authorizations for TOD in Youth Sparring Rapier (Comb:Y)	Youth Rapier List
	2:00 pm - 3:00 pm	Pennsic Rocks (Par/Ch Craft)	Family Point
	3:00 pm - 5:00 pm	Domos Draconum: Palace of the Silver Princess (Game)	Teen Lounge
	7:00 pm - 8:00 pm	Bedtime Stories for Children (Par/Ch Other)	A&S 13
	7:00 pm - 10:00 pm	Teen Lounge: LGBTQ+ Teen Night (Par/Teen)	Teen Lounge
SUNDAY, AUGUST 3	9:00 am - 10:00 am	Youth Commedia dell'Arte (PA:C)	Amphitheater
	9:00 am - 10:00 am	Youth Instrumental Consort Rehearsal (Perf:Reh)	Performing Arts Rehearsal
	9:00 am - 12:00 pm	Æthelmearc Morning (Par/Ch Craft)	Family Point
	9:00 am - 12:00 pm	YR Open Hours (Comb:Y)	Youth Rapier List
	10:00 am - 11:00 am	Pennsic Youth Theatre (PA:T)	Amphitheater
	11:00 am - 12:00 pm	Teen Intro to Hand Sewing (Costume)	Teen University
	11:00 am - 12:00 pm	How to Teach Youth to Throw (Comb:TW)	Thrown Weapons Teaching Tent
	11:00 am - 12:00 pm	Adventure Maximus: An Introductory D&D-style RPG (Game)	Youth University
	12:00 pm - 1:00 pm	Children's Choir (PA:Music)	Performing Arts Rehearsal
	12:00 pm - 1:00 pm	Make-and-Take Yarn Hat or Scarf (Weav)	Teen University
	1:00 pm - 2:00 pm	Pennsic Youth Choir (PA:Music)	Performing Arts
	1:00 pm - 3:00 pm	Youth Combat Marshal Collegium: Marshaling (Comb:Y)	Youth Combat List
	1:00 pm - 5:00 pm	Youth Arts & Sciences Display	Great Hall
	1:00 pm - 4:00 pm	Æthelmearc Afternoon (Par/Ch Craft)	Family Point
	1:00 pm - 3:00 pm	Youth Rapier Marshal Collegium (Comb:Y)	Youth Rapier List
	1:00 pm - 3:00 pm	Creating Asian Stab Binding Books (Crafts)	Teen University
	1:00 pm - 3:00 pm	Preschool Playgroup (Par/Ch Craft)	Family Lounge
	2:00 pm - 3:00 pm	Youth Recorder Jam Session (PA:Music)	A&S 9
	3:00 pm - 4:00 pm	Youth Marshal Meet-and-Greet (Comb:Y)	Youth Combat List
	3:00 pm - 4:00 pm	Youth Rapier Marshal Meet-and-Greet (Comb:Y)	Youth Rapier List
	3:00 pm - 4:00 pm	Pennsic for Teens: How to Get Involved! (SCA)	Teen University
	3:00 pm - 5:00 pm	Domos Draconum: Palace of the Silver Princess (Game)	Teen Lounge
	6:00 pm - 8:00 pm	Night with Knights (Comb:Y)	Youth Combat List
	7:00 pm - 8:00 pm	Bedtime Stories for Children (Par/Ch Other)	A&S 13
	7:00 pm - 10:00 pm	Teen Lounge (Par/Teen)	Teen Lounge
MONDAY, AUGUST 4	8:30 am - 11:00 am	Morning Skills and Sparring (Comb:Y)	Youth Combat List
	9:00 am - 10:00 am	Youth Commedia dell'Arte (PA:C)	Amphitheater
	9:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
	9:00 am - 10:00 am	Youth Instrumental Consort Rehearsal (Perf:Reh)	Performing Arts Rehearsal
	9:00 am - 12:00 pm	East Kingdom Day (Par/Ch Craft)	Family Point
	10:00 am - 11:00 am	Pennsic Youth Theatre (PA:T)	Amphitheater
	10:00 am - 12:00 pm	Toddler Playgroup (Par/Ch Other)	Family Lounge
	11:00 am - 1:00 pm	Embroidery 101: 8 Period Stitches (Embrdry)	Teen University
	12:00 pm - 1:00 pm	Children's Choir (PA:Music)	Performing Arts Rehearsal
	1:00 pm - 2:00 pm	Pennsic Youth Choir (PA:Music)	Performing Arts Rehearsal
	1:00 pm - 2:00 pm	Improvisation (PA:T)	Teen University
	1:00 pm - 2:00 pm	Kid Garb Swap Meet (Par/Ch Other)	Family Lounge
	1:00 pm - 2:00 pm	Constellations and Crafts (Sci)	Youth University
	1:00 pm - 4:00 pm	East Kingdom Day (Par/Ch Craft)	Family Point
	2:00 pm - 4:30 pm	Æthelmearc Adult/Youth Armored Tag Team Tny (Comb:Y)	Youth Combat List
	2:00 pm - 3:00 pm	Sashiko: Japanese Embroidery for Mending (Embrdry)	Teen University
	3:00 pm - 4:00 pm	Uke Can Do It! Beginner Ukulele Class (PA:Music)	Teen University
	3:00 pm - 5:00 pm	Domos Draconum: Palace of the Silver Princess (Game)	Teen Lounge
	6:00 pm - 7:00 pm	Youth Rapier Family Meet and Greet (Mtg)	Youth Rapier List
	7:00 pm - 8:00 pm	Bedtime Stories for Children (Par/Ch Other)	A&S 13
	7:00 pm - 10:00 pm	Teen Lounge: Game Night (Par/Teen)	Teen Lounge
	7:00 pm - 10:00 pm	D&D: Save the Colors of the Realms! (Game)	Teen University
	7:30 pm - 8:30 pm	Twilight Light Saber Tourney (Comb:Y)	Youth Rapier List
TUESDAY, AUGUST 5	8:30 am - 11:00 am	Morning Skills and Sparring (Comb:Y)	Youth Combat List

FAMILY ACTIVITY SCHEDULE

TUESDAY, AUGUST 5	9:00 am - 10:00 am	Youth Commedia dell'Arte (PA:C)	Amphitheater
	9:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
	9:00 am - 10:00 am	Youth Instrumental Consort Rehearsal (Perf:Reh)	Performing Arts Rehearsal
	9:00 am - 12:00 pm	Midrealm Day (Par/Ch Craft)	Family Point
	10:00 am - 11:00 am	Pennsic Youth Theatre (PA:T)	Amphitheater
	11:00 am - 12:00 pm	Embroidery 102: Techniques and Design (Embrdry)	Teen University
	11:00 am - 12:00 pm	Quilling (Crafts)	Youth University
	12:00 pm - 1:00 pm	Children's Choir (PA:Music)	Performing Arts Rehearsal
	12:00 pm - 1:00 pm	Beginners' Bayeux Tapestry (Embrdry)	Teen University
	12:30 pm - 4:30 pm	Knowne Worlde Baronial Championship Tourney (Comt:Y)	Youth Combat List
	1:00 pm - 2:00 pm	Pennsic Youth Choir (PA:Music)	Performing Arts Rehearsal
	1:00 pm - 3:00 pm	Orihon: Making Folding Books (Crafts)	Teen University
	1:00 pm - 4:00 pm	Midrealm Day (Par/Ch Craft)	Family Point
	1:00 pm - 3:00 pm	Preschool Playgroup (Par/Ch Craft)	Family Lounge
	2:00 pm - 3:00 pm	Youth Combat: Stretching and Conditioning (Comb:Y)	Youth Rapier List
	3:00 pm - 4:00 pm	Youth Axe-Throwing Instruction (Comb:TW)	Thrown Weapons Teaching Range
	3:00 pm - 4:00 pm	Uke Can Do Even More: Ukulele Beginners Class 2 (PA:Mus)	Teen University
	4:00 pm - 5:00 pm	Chain Mail 101 (Crafts)	Teen University
	5:00 pm - 8:00 pm	Teen Lounge (Par/Teen)	Teen Lounge
	7:00 pm - 8:00 pm	Authorizations for TOD in Youth Sparring Rapier (Comb:Y)	Youth Rapier List
	7:00 pm - 8:00 pm	Bedtime Stories for Children (Par/Ch Other)	A&S 13
WEDNESDAY, AUGUST 6	8:30 am - 11:00 am	Morning Skills and Sparring (Comb:Y)	Youth Combat List
	9:00 am - 10:00 am	Youth Commedia dell'Arte (PA:C)	Amphitheater
	9:00 am - 11:00 am	Tournament of Defense for Youth Rapier (Comb:Y)	Youth Rapier List
	9:00 am - 10:00 am	Youth Instrumental Consort Rehearsal (Perf:Reh)	Performing Arts Rehearsal
	9:00 am - 3:00 pm	Family Point CLOSED (Par/Ch Other)	Family Point
	10:00 am - 1:00 pm	Children's Fête (Crafts)	Great Hall
	10:00 am - 11:00 am	Pennsic Youth Theatre (PA:T)	Amphitheater
	11:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
	12:00 pm - 2:00 pm	Children's Water Battle: Set-Up (Par/Ch Other)	Fort
	12:00 pm - 1:00 pm	Children's Choir (PA:Music)	Performing Arts Rehearsal
	1:00 pm - 2:00 pm	Pennsic Youth Choir (PA:Music)	Performing Arts Rehearsal
	1:00 pm - 3:00 pm	Youth Thrown Weapons Tournament (Comb:TW)	Thrown Weapons Tourney Rnge
	2:00 pm - 3:00 pm	Children's Water Battle (Par/Ch Other)	Fort
	2:00 pm - 4:30 pm	Afternoon Youth Heavy List Skills, Games, & Drills	Youth Combat List
	3:00 pm - 4:00 pm	Children's Water Battle: Clean-Up (Par/Ch Other)	Fort
	7:00 pm - 8:00 pm	Bedtime Stories for Children (Par/Ch Other)	A&S 13
THURSDAY, AUGUST 7	9:00 am - 10:00 am	Youth Commedia dell'Arte (PA:C)	Amphitheater
	9:00 am - 2:00 pm	Youth Rapier Open Hours (Comb:Y)	Youth Rapier List
	9:00 am - 10:00 am	Youth Instrumental Consort Rehearsal (Perf:Reh)	Performing Arts Rehearsal
	9:00 am - 11:00 am	Tea 101 for Teens: "Tasty History of Tea" (Par/Teen)	Teen University
	10:00 am - 11:00 am	Pennsic Youth Theatre (PA:T)	Amphitheater
	10:00 am - 12:00 pm	Toddler Playgroup (Par/Ch Other)	Family Lounge
	11:00 am - 12:00 pm	Ancient Roman Eyeliner (Psna)	Teen University
	12:00 pm - 1:00 pm	Children's Choir (PA:Music)	Performing Arts Rehearsal
	12:00 pm - 3:00 pm	Youth Combat Castle Battle (Comb:Y)	Fort
	12:00 pm - 1:00 pm	Nickel Flowers and Vines (Illum)	Teen University
	1:00 pm - 2:00 pm	Chain Mail 102 (Crafts)	Teen University
	1:00 pm - 4:00 pm	End of War Craft Time: Use it Up! (Par/Ch Craft)	Family Point
	1:00 pm - 3:00 pm	Preschool Playgroup (Par/Ch Craft)	Family Lounge
	3:00 pm - 5:00 pm	Roman Jewelry for Teens (Jwly)	Teen University
	7:00 pm - 8:00 pm	Bedtime Stories for Children (Par/Ch Other)	A&S 13
FRIDAY, AUGUST 8	9:00 am - 10:00 am	Youth Commedia dell'Arte (PA:C)	Amphitheater
	9:00 am - 12:00 pm	Family Point Takedown (Par/Ch Other)	Family Point
	10:00 am - 11:00 am	Pennsic Youth Theatre (PA:T)	Amphitheater
	3:00 pm - 4:00 pm	Youth Commedia Dress Rehearsal (Perf:Reh)	Performing Arts Tent
	4:00 pm - 5:00 pm	Youth Theatre Dress Rehearsal (Perf:Reh)	Performing Arts Tent
	5:00 pm - 5:30 pm	Youth Theatre Performance (Perf:Thtr)	Performing Arts Tent
	5:30 pm - 6:30 pm	Youth Commedia Performance (Perf:Com)	Performing Arts Tent

Family Activities

MIDDLE EASTERN ARTS

The Middle Eastern Arts Tent is on the Great Middle Highway, across from Runestone Park.

We offer diverse Middle Eastern Classes, along with a number of Haflas (parties/get-togethers). These take place in various locations, including the Touch the Earth pavilion (near the Food Court), Bog U at E-19 down by the lake, and in the Middle Eastern Arts tent.

Come join us! Meet new people. Reunite with long time friends. Try something new! This is a safe space to rejuvenate, explore and have fun.

Teachers: you can still schedule classes; please visit University Point. Classes are scheduled on a first-come basis with considerations to the space restrictions.

Students: please check the online listings for Middle Eastern Arts class updates throughout Pennsic at Thing.Pennsicuniversity.org, Specify Location: Middle Eastern (tent) OR Topic: Middle Eastern.



THING

HAFLAS - Live Music and Dancing! All musicians and dancers are invited:

- Thurs, July 31, 7:00 pm: Warm Up Hafla
- Mon, August 4, 7:00 pm: Middle Eastern Hafla
- Sun, August 3, 8:30 pm: Lord Carmine & Friends Hafla

MEDIEVAL GAMES

Located at the corner of Chandler's Road and St. Lawrence Way, next to the Dance Tent

We will be open the first Monday through the second Thursday. The tent opens daily at 10:00 pm. Games and classes continue throughout the day, and the tent closes at 5:00 pm or whenever the last class is finished.

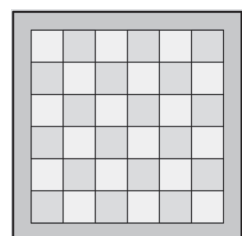
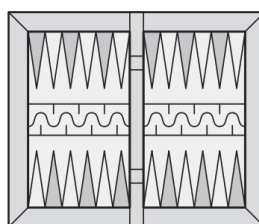
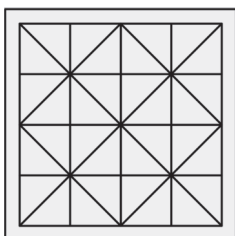
Visit us to learn and play a large variety of medieval board, card, and dice games. If you would like to volunteer to help run the Games Tent, stop by and talk with the staff.

Classes held in the Medieval Games tent are scheduled through Pennsic University. Check on Thing.Pennsicuniversity.org under Location: Games for listings.



THING

- ◇ This tent is for Medieval games only.
- ◇ A separate tent near The Watch is provided for modern games. The modern game tent is open 24 hours, and is not staffed.
- ◇ Games, including any live action role-playing type events, may be conducted anywhere on site in addition to official gaming locations **with the exception of** the upper areas of the bathhouse, CLC business locations (e.g., Penn Market store), or any area which will otherwise disrupt or interfere with other attendees' activities.



ARTS & SCIENCES DISPLAYS

Sunday, August 3, in the Great Hall

Display from 1-5 pm

Pennsic 52 brings the annual display of the talents & knowledge of the Known World's Artisans and Craftspeople. The variety and scope of work are always a wondrous spectacle of artistic talents and scientific skills.

Come and be part of the awesome display! This is not a competition. Bring your completed items, works-in-progress, research, and discussion material so that you may share, inspire, and enrich our Society. See what others in your field are working on, discover a new passion, make new contacts, and most importantly, have fun!

I look forward to seeing you and your works.

Baroness Adele Lochlane

Please contact me at asdisplay@pennsicwar.org with any questions.

The Youth A&S Display also takes place in the Great Hall at this time—please see page 78.

HOURS

11:30 am Artisans may set up their entries.
1:00 pm The Display is open to the public.
5:00 pm Break down displays.

- All objects/displays need to be removed by 5:30 pm.
- Please assist with the take down of tables to return the Great Hall to its empty state.
- Any display items left behind will be taken to Lost & Found.

REGISTRATION

Registration is limited to 100 entrants.

Space is assigned to those who pre-registered in the order they were received.

Registration at Pennsic may be possible, depending on how much table space is still available.

On-site sign-up sheets will be available at University Point through 3:00 pm Saturday, August 2.

DISPLAY RULES

The display space is divided by Kingdom, allowing the Royalty, Peers, and Populace to see the efforts of their Craftspeople more easily.

Only tables & benches will be provided. Please bring

your own chair if you do not want to spend the day sharing a bench.

There is a limit of a 6-foot-wide space per person (not per item). If you wish to bring alternative display items (stand, additional table, etc.), let us know.

If you have any special space requirements, please describe it on your registration form, or contact the A&S Display Coordinator.

You are not required to be present with your items. If you can only attend for part of the day, please still bring your items to share. However, please have someone to watch your items when you cannot be there. We cannot watch, and do not take responsibility for, the items.

A&S CONSULTATION TABLES

The A&S Consultation Service is a chance for artisans to voluntarily request feedback to help them improve in their art. The focus of this feedback can be on craftsmanship, research, historical understanding, and/or presentation. Even if you never plan to enter A&S competitions, you can use this table as an opportunity for feedback. We strive to provide each artisan with the type of advice and feedback that they require for their individual journey in their art, craft, or science.

Artisans: You have the option of requesting a consultation at the time that you register for the display. Requesting a consultation in advance gives us a better opportunity to find a consultant with relevant experience. You may also request a consultation on the day of the A&S Display, after you have gone through the registration table. Consultations are entirely optional.

We will visit you at your table to view your display and talk to you. We can also work with you on scheduling a specific time.

We will aim to provide the sort of feedback that you need. Let us know if there is a specific type of advice you would like (e.g., developing your skills, expanding your research, showing your work to its best advantage, preparing to enter competition, etc.).

You will not receive a score and there is nothing to win.

You will have a chance to talk to experienced judges and walk through their thought process as they examine your entry.

We will attempt to accommodate as many entries as possible.

EUROPEAN DANCE

Located at the corner of Chandler's Road and Dragon's Trace, across from the Great Hall

The European Dance Tent is a lovely place to spend time at Pennsic. There's ample shade, iced water, plentiful benches, a beautiful wooden floor, constant music, and dancing! You can join in the dancing or just come to watch.

Classes are taught all day, starting with youth-oriented classes in the morning, and straight through until dinner-time. Then we turn on the lights, set up the music stands, and revel far into the night. Everyone can learn to dance, and the more the merrier!

Classes and Dancing: The schedule can be found on Thing.Pennsicuniversity.org. Also check the main schedule in the Dance Tent, and the message boards daily for postings about balls, revels, and socials.



THING

Musicians: Musicians are needed and are welcomed to play most nights at the European Dance tent. All skill levels of musicians and all acoustic instruments (period or modern) are welcome. Please stop by the Dance Tent for more information, including a schedule of activities that welcome dance musicians! Scan the second QR code to download music arrangements from the [Pennsic Pile](http://Pennsic.Pile).



PENNSIC PILE

Revels all have pick-up bands, except for those noted as "closed band" — The Contessa's Red and Gold Ball, and An Enchanted Picnic.

Revels and Socials

There will be dancing every evening in the Dance Tent, with themed balls, revels and merriments galore! We encourage you to come to the Beginners' Ball—all the dances will be taught, and no partner or experience is needed.

Ball Set Lists

Set lists for each ball will be listed on Pennsicwar.org as the information becomes available.

EUROPEAN DANCE SCHEDULE

Monday, July 29, to Wednesday, July 30, 9 pm: Open dancing and open band.

Thursday, July 31, 9 pm: Open dancing and open band. The musicians will choose the dances for the evening.

Friday, August 1

9 pm **Early Bird Ball**. Hosted by Baroness Gwenllyen the Minstrel, band leader THL Siri Toivosdotter.

Saturday, August 2

9 pm: **The Contessa's Red and Gold Ball**. Closed band. Hosted by Countess Judith de Northumbria, band leader Master Albrecht Catsprey.

Sunday, August 3

4 pm: **An Enchanted Picnic**. Closed band. Hosted by Countess Judith de Northumbria, band leader Master Albrecht Catsprey.

8 pm: **Beginners' Ball**. Hosted by Lady Sonya Flicker called Patches, band leader Lord Maugorn the Stray.

Monday, August 4

9 pm: **Italian Revel**. Hosted by Mistress Rebecca da Firenze, band leader Elizabeth of Dendermonde.

Tuesday, August 5, 9 pm: Open dancing and open band.

Wednesday, August 6

9 pm: **Pennsic Grand Masked Ball**. Hosted by Avelina del Dolce.

Thursday, August 7

10 am: **All Ages Revel**. Hosted by Mistress Rebecca da Firenze, band leader Elizabeth of Dendermonde.

9 pm: **Farewell Ball**. Hosted by Lady Mirabella Walmesley, Lord Richard de Troyes, and Lady Sonya Flicker.

PERFORMING ARTS SCHEDULE



We are delighted to bring you a variety of performances this year. There is something for everyone to enjoy! —Tyzes Sofia, called Zsof, Dean of Pennsic Performing Arts.

The Performing ArtsTent is in the Pennsic University area. The Amphitheater is behind the Bathhouse. Schedule is subject to change. Check Thing.PennsicUniversity.org for the most up-to-date listings.

THURSDAY, JULY 31 MPHITHEATER	7:00 pm - 8:30 pm	i Verdi Confusi: Peace Week Follies (Perf: Com)	
FRIDAY, AUGUST 1 PERFORMING ARTS TENT	2:00 pm - 5:00 pm	Iron Commedia (Perf: Com)	
	5:00 pm - 6:00 pm	Taberna Diana (Perf: Bard)	
	6:30 pm - 7:30 pm	The Pennsic Mightier: Improv Comedy Show (Perf: Thtr)	
	7:30 pm - 8:30 pm	Iron Commedia Show (Perf: Com)	
SATURDAY, AUGUST 2 PERFORMING ARTS TENT	5:30 pm - 6:30 pm	Ruaidhri's Stories (Perf: Bard)	
	6:30 pm - 7:30 pm	Concert: Tuppence: Folk and Historical Music (Perf: Music)	
	7:30 pm - 9:00 pm	Efenwealt & Aenor in Concert (Perf: Bard)	
	9:00 pm - 10:30 pm	i Verdi Confusi: Players' Patchwork Theatre (Perf: Com)	
SUNDAY, AUGUST 3 PERFORMING ARTS TENT	5:30 pm - 6:30 pm	Songs and Stories with Old Tom (Perf: Bard)	
	6:30 pm - 7:30 pm	Duke Moonwulf's Annual Pennsic War Concert (Perf: Bard)	
	7:30 pm - 9:00 pm	Not Your Typical Atlantian Thug Concert (Perf: Bard)	
	9:00 pm - 10:30 pm	i Sebastiani ! (Perf: Com)	
MONDAY, AUGUST 4 PERFORMING ARTS TENT	6:00 pm - 7:00 pm	Thorne and Friends (Perf: Bard)	
	7:00 pm - 7:30 pm	The Debatable Choir (Perf: Music)	
	7:30 pm - 9:00 pm	A Pack of Hounds (Perf: Bard)	
	9:00 pm - 10:00 pm	i Genesii (Perf: Com)	
AMPHITHEATER	6:30 pm - 7:30 pm	The Foxy Bard and Friends (Perf: Music)	
	7:30 pm - 9:30 pm	Whose Line Doth It Be (Perf: Thtr)	
TUESDAY, AUGUST 5 PERFORMING ARTS TENT	1:00 pm - 3:00 pm	European Music Expo (Perf: Music)	
	3:00 pm - 5:00 pm	PA Afternoon Series: Known World Harp Celebration (Perf: Music)	
	5:30 pm - 6:00 pm	Siobhan the Harper (Perf: Bard)	
	6:00 pm - 7:00 pm	14th Annual Depressing Song Competition (Perf: Bard)	
	7:00 pm - 8:00 pm	In a Fool's Garden with John Inchingham (Perf: Bard)	
	8:00 pm - 9:00 pm	Surreptitious Whiskey (Perf: Bard)	
	9:00 pm - 10:00 pm	Drake Oranwood: Parting Is Such Sweet Sorrow (Perf: Music)	
AMPHITHEATER	6:00 pm - 7:30 pm	i Sebastiani and Friends! (Perf: Com)	
WEDNESDAY, AUGUST 6 PERFORMING ARTS TENT	6:00 pm - 7:00 pm	"What Fools These Mortals Be" (Perf: Bard)	
	7:00 pm - 8:00 pm	Whose Cause Is It Anyway Improv Comedy Show (Perf: Thtr)	
	8:00 pm - 10:00 pm	John Inchingham, Cerian Cantwr, & House Sans Nomen (Perf: Bard)	
	10:00 pm - 11:00 pm	Il Titolo Provvisorio (Perf: Com)	
AMPHITHEATER	7:00 pm - 8:00 pm	Iron Commedia Performance (Perf: Com)	
THURSDAY, AUGUST 7 PERFORMING ARTS TENT	6:00 pm - 8:00 pm	Known World Choir & Instrumental Ensemble Concert (Perf: Mus)	
	8:00 pm - 9:30 pm	Commedia All Stars Show (Perf: Com)	
AMPHITHEATER	7:00 pm - 8:30 pm	i Verdi Confusi: War Week Follies (Perf: Com)	
FRIDAY, AUGUST 8 PERFORMING ARTS TENT	5:00 pm - 5:30 pm	Youth Theatre Performance (Perf: Thtr)	
	5:30 pm - 6:30 pm	Youth Commedia Performance (Perf: Com)	
	8:00 pm - 10:00 pm	"Everyman" - Presented by the Known World Players (Perf: Thtr)	

Paladin's Pantry Rides Again!

Dear Gentles,

Have you ever found yourself with more to pack at the end of Pennsic than you did when you set out from home, only to find that your vehicle seems to have shrunk? Is your kitchen area full of boxes of cereal, pasta, jars of peanut butter, and jugs of bottled water you can't remember buying?

Never fear! The annual Paladin's Pantry Food Drive is here to help by conveying your camp's extra food and drink to a local food bank. Just drop any unopened foodstuffs or beverages (including water) at one of our handy collection points:

Æthelmarc Royal (N04) - next to Pennsic University
 Atlantia Royal (N40) - near the Gothic Abbey
 Northshield Royal (E02) - center south side of the block
 BMDL Baronial (N10) - central Serengeti
 Barony of Bhakail (N11) - corner of Brewer's and Fletcher
 Barony of Blackstone Mountain (E04)
 House Sable Maul (N29) - Count Jehan's Bounty
 Nine Dragons (N01) - next to the Great Hall
 Venshavn (E24) - across from Wulfdon's Back Door

Clan Blue Feather (E12) - slope of Horde Hill
 House Akeru Thunder (E17) - Hill Road
 The Lusty Wench Tavern (E17) - across from Chalk Man Pub
 The Chalk Man Pub (E17) - Hill Road and Good Intentions
 House Finisterre (B09) - far west side
 Offices of the Pennsic Independent - top of Runestone Hill
 Chez d'Argent-(W16) - bottom of Runestone Hill across from the bathhouse
 Earth and Loom (Merchant Space 64) - behind the Barn

PLEASE NOTE: Collections will begin at Noon on Saturday. Please have all donations at one of the points by then! Sadly, there will be no Sunday collection this year.

Last Pennsic, we collected several TONS of high-quality food, drink & other supplies for local shelters. In addition, this year the program will again be collecting used tents, sleeping bags, cots, and rain gear (especially those in child sizes), which will serve no one in a dumpster, to benefit the homeless.

So exercise your charity, lighten your load, and help members of the community that has made us so welcome over the years!

Please direct any questions to Morien MacBain (Lusty Wench Tavern, E17), 304-283-5640. Want to help out more? Join us on Facebook!

In addition, while Paladin's Pantry doesn't accept ANY cash donations, Portersville Food Pantry (to whom we deliver the food) DOES! They are a registered 501(c)(3) charity, and lovely people. They have Paypal, Venmo, and Snailmail donation options, if you'd like to help them financially!

Paladin's Pantry: We put the LARGE in Largesse!

PALADIN'S PANTRY



PENNSIC HISTORY – DID YOU KNOW?

The name "Pennsic War" is a portmanteau of "Pennsylvania" and "Punic Wars" (a series of wars between Rome and Carthage).

The very first Pennsic War was held in September of 1972 and had about 100-150 attendees. Pennsic was originally a weekend event, and eventually expanded to several days, then to a week, and eventually to over 2 weeks.

The first War at Cooper's Lake Campground was Pennsic 6.

Opening Ceremonies were first held at Pennsic 12.

Metal site tokens were first issued at Pennsic 17.

The Fools' Parade goes back to Pennsic 19.

At Pennsic 25, Baron Ian Mitchell was the first to use the title "Lord Mayor of Pennsic," felt to be a more authentic designation than "autocrat."

Assigning letters/numbers to the Land Blocks dates from Pennsic 27.

The Pennsic Wars with the highest attendance were Pennsic 29 and 30, both with around 12,000 people.

In 2003 (Pennsic 32) the campground put up a Pole Building, which First Aid Point now uses instead of a tent.

Starting with Pennsic 37, dance classes and balls moved from the Barn to their own Pavilion with a wooden floor. Dancers and their feet rejoiced!

Before the Great Hall was built in 2013 (Pennsic 42), the Barn, now occupied by the Camp Store and Aunt Pat's, was the venue for the largest activities - Great Court, A&S Displays, Children's Fête, etc. At Pennsic 23 there was even a reproduction of a cathedral with columns and stained glass windows inside the Barn.

KNOWN WORLD CHOIRS

The Pennsic Choir has a decades-long tradition of performing Medieval and Renaissance choral music at the Pennsic War. In recent years, it has expanded into four Pennsic Choirs, each with its own director.

**The Choirs Concert is Thursday, August 7,
6:30 pm to 8 pm in the Performing Arts Tent.**

The order of appearance is: Children's Choir, Youth Choir, Chorulus Pennsicus, Pennsic Choir.

The Pennsic Choir is for anyone able to attend a 2-hour daily rehearsal and sing moderately complex choral music. There is no audition, and participants do not need to know how to sight-sing. To join the Choir, see the director at a rehearsal, or inquire at University Point. Rehearsals at the Performing Arts Rehearsal and Classroom tent (PARC) from 10 am to noon, Thursday, 7/31, to Wednesday, 8/6. Dress Rehearsal is before the concert.

The Pennsic Youth Choir is for children ages 12-19 who can attend a one-hour daily rehearsal. They perform rounds and part-songs in 2 or 3 parts. Rehearsals at the PARC at 1:00 pm from Saturday, 8/2 to Wednesday, 8/6. Dress Rehearsal is before the concert.

The Pennsic Children's Choir is for children under age 12 who can focus for a one-hour daily rehearsal. They perform rounds and other songs in 1 (and possibly 2) parts. A parent or other responsible adult (not including the choir director) must attend rehearsals with their children. Rehearsals at the PARC noon from Sunday, 8/3 to Wednesday, 8/6. Dress Rehearsal at noon on 8/7.

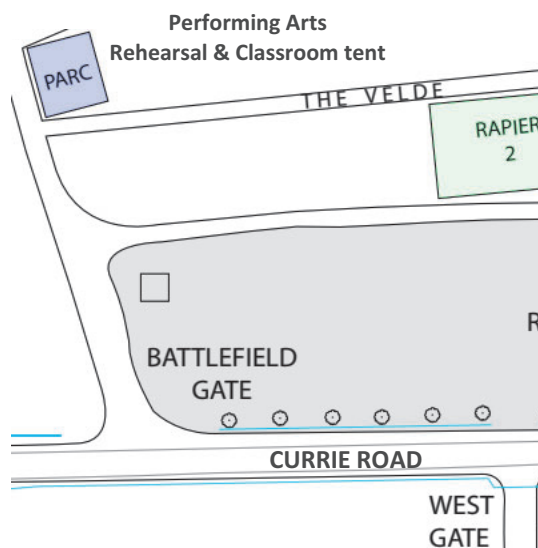
The directors of the Youth and Children's Choirs are SCA background-checked as required by Corpora.

Chorulus Pennsicus is an audition-based choir of 8 to 20 voices which performs more complex and challenging music than the full Pennsic Choir.

Rehearsals are 4:00 to 5:30 pm from Saturday, 8/2 to Wednesday, 8/6. They are held in a private camp on the Serengeti. Dress rehearsal prior to the concert.

For next year's Chorulus Pennsicus: in-person auditions will be held at 2 pm on Sunday, 8/3, in the PARC tent. Prepare a short piece to sing; you will also sight read. To audition after Pennsic, visit the Known World Choirs website for details,

For detailed information on all four Pennsic Choirs, directors' contact information, downloadable sheet music and audio files for practicing, visit KnownWorldChoirs.org. The "Pennsic Known World Choir" Facebook page will also have information.



KW RECORDER ENSEMBLE

Performance at 6 pm on Thursday, 8/7

Recorder players ages 12+ of intermediate and above abilities are invited to participate. To join, come to the 3 pm rehearsals at the PARC, from Sunday, 8/3 to Wednesday, 8/6. A limited number of soprano and alto recorders are available for loan. If you play more than one instrument, bring them all. Bring a music stand if you have one; loaners are available. Sheet music will be provided. \$2 for music packet (bring a black 1/2" binder), or download from the Facebook group:

www.facebook.com/groups/1751250478464254

YOUTH INSTRUMENTAL CONSORT

Performance following the Recorder Ensemble on Thursday, 8/7

Open to youths age 11-19 who play an acoustic instrument and can read music for their instrument. If you would like to join, come to the rehearsals at the PARC from Sunday, 8/3 to Wednesday, 8/6 at 9 am.

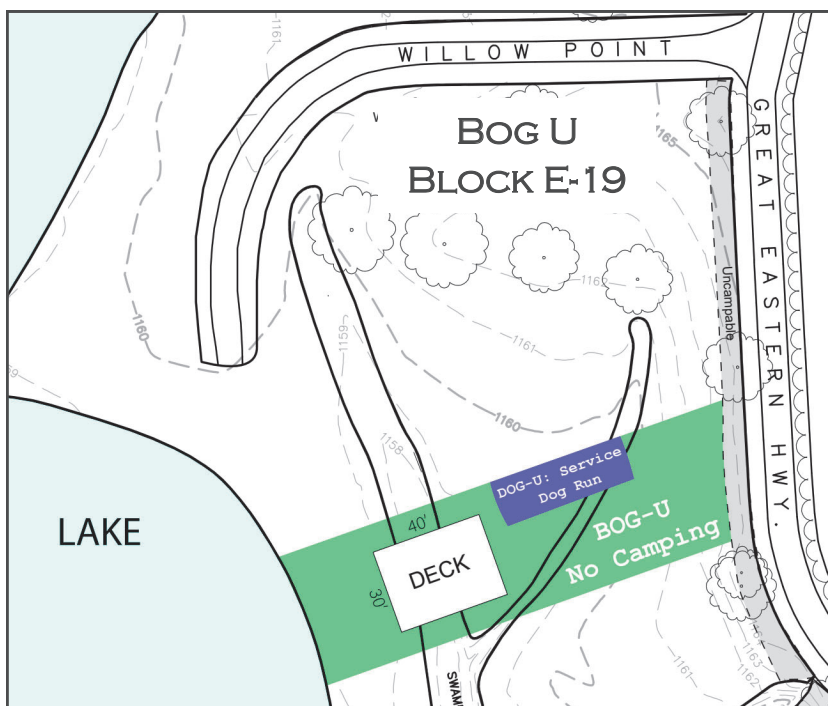
Choirs / Recorder / Youth Instr.

PENNSIC UNIVERSITY AND TECH SERVICES



rev 2025-06-02

Map by Tananda



THING – CLASS & ACTIVITY LISTINGS

Visit Thing.PennsicUniversity.org for the latest listings of Pennsic University classes, martial activities, performances, and other events.



Set up your account on the website to search for activities & classes by day, time, location or topic, and build your own personalized schedule of events.

PENNSIC UNIVERSITY

Located on St. Lawrence Way, off Chandler's Road

Open Tuesday, July 29 to Thursday, August 7

"Education is not preparation for life; education is life itself." — John Dewey

Welcome to YOUR University! Pennsic University is the place where our passion for sharing what we know and what we do comes alive. We offer more than a thousand classes, taught by hundreds of instructors. I challenge anyone to look through the listing of classes and not find at least one that piques your interest. There is a deep pool of knowledge to be found within our tent walls; jump in and join the fun! And once you've had a chance to enjoy a class or two, take a moment to thank the people that made it happen. Pennsic University is only made possible by the dedication and talents of every one of our instructors who volunteer their time and expertise to inspire and teach. Thank you all so much for sharing your SCA with the rest of us!

We would also like to take this opportunity to thank the Pennsic University staff.

- Lord John Cholemondesleye, Lead Developer for Thing 2.0, truly an amazing person, dedicated to supporting Thing 2 and all those rely on it to make the University possible.
- Master Alan Fairfax, our Thing 2.0 Project Manager who continues to guide us as we refine Thing 2.
- Lady Tangwystl verch Gruffydd, Lord Björn Ordlokarr, Master Gregory Blount, and Master Mael Eoin, our awesome Thing 2.0 development team; we can't thank them enough for all the time they volunteered.
- Lady Gina Dragoni, who keeps our University Point staffed and running smoothly.
- Mistress Gwynnyd of York, the University Registrar, who schedules all the classes.
- Mistress Angharad ferch Tangwystl, our Deputy Registrar, who is an invaluable help to our Registrar.
- Mistress Artemesia Lacebrayder, our Thing Whisperer and general all-around assistant to everyone.
- Mistresses Alys Katherine and Catherine Aimée, who proofread *every* class description.
- The 20+ "track coordinators", who gather and present classes on specialized topics.
- And all the wonderful people who volunteer at University Point either to staff the help desk and answer questions or to rove the University area as Ambassadors.

Mistress Ciara McRobbie, Pennsic University Chancellor

Class Schedule: The class grids and descriptions in this book include everything registered up to May 29, 2025. The most up-to-date and complete class information, including cancellations, can always be found online at thing.pennsicuniversity.org (see details on page 88). University Point and Information Point will also have a daily list of changes, new classes and cancellations.

Important Information for Teachers: Want to teach a class? Come to University Point and schedule a class right now. Already a teacher? Please check in at University Point (opposite St. Lily's Commons) at your earliest convenience to get your teacher "thank you" token - and also so we know you are on site and ready to teach. If you are teaching in a private camp or merchant booth, please be ready to provide directions to your location from University Point when you check in. The Point is open July 29-August 7 from 9 am to 4:30 pm.

Important Information for Students: There is no charge to attend any Pennsic classes. Some classes have handout and/or materials fees, but you may audit any class you wish without cost, subject to safety considerations. There are no signup lists permitted for any class. All class materials should be provided on a first-come/first-served basis. Please do not come to "reserve" your place far ahead of your intended class when there is a class in session in the tent.

Culture: Please use an empty tent to wait. No one should sell anything in any of our classes, unless the class takes place in a registered Merchant booth. Class handouts and materials kits should be provided at cost of materials and duplication. Come to University Point if you suspect an infraction of this policy.

Minors and Classes: Everyone is welcome at the University! However, per University Policy, ANY minor (under 18) attending class in a Private Camp must have a parent or legal guardian who remains with them for the duration of the class. In the "regular" University Tents, minors are welcome, but minors under 12 must have a parent or legal guardian within direct eyesight for the duration of the class - except in YouthU and TeenU classes. Minors are NEVER permitted to attend any classes marked as "Adults Only."

Tuesday, July 29 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1					
A&S 2	Be as the Bees: The Mediterranean (<i>Rsrch</i>)		I Have Heraldry! Now What? (<i>Hldry</i>)		An Introduction to Names and Heraldry (<i>Hldry</i>) (1 hours)
A&S 3					
A&S 4			Using <i>Niello</i> : Part 1 (<i>Metal</i>)		
A&S 5		Being Your Persona (<i>Psna</i>)	All Thumbs Guide to Handsewing for Beginners (<i>Ebrdry</i>)		Pirates of the Mediterranean (<i>Rsrch</i>) (1.5 hours)
A&S 6			Theatre of Spain and Mexico (<i>Hist:Eur</i>)	Yeast! (<i>Cook</i>)	Food and Feasting for Newcomers (<i>SCA</i>)
A&S 7	It Isn't Exactly Forbidden! (<i>Other</i>)	Commonplace Books Past and Present (<i>Rsrch</i>)	Simple Documentation Methods (<i>Rsrch</i>)	Planning a Feast (<i>Food</i>)	The ABCs of Hellenic Polytheism (<i>Hist:Eur</i>) (1.5 hours)
A&S 8	Late-Period Thread-Wrapped Buttons (<i>Needle</i>)			Designing a Sundial with Geometric Construction (<i>Sci</i>)	
A&S 9					
A&S 10	Wood Block Stamping and Stenciling on Fabric (<i>Other</i>)			Basic Wire Working (<i>Jwly</i>) (3 hours)	
A&S 11			Rose Petal Bead Making (<i>Crafts</i>)		
A&S 12			Honey Tasting: The Finest Honeyes of the World! (<i>Cook</i>)		Food Safety for SCA Cooks (<i>Food</i>) (1.5 hours)
A&S 13		Iron Age 'Fit! (<i>Costume</i>)	Feasting Table Manners in 15th-Century England (<i>Food</i>)		Making the Magic: Court Prep for a Memorable Court (<i>SCA</i>)
Bog U			Insects of Pennsic (<i>Sci</i>)		
University-Battlefield					
Battlefield Loud	Exploring English Composer Anthony Holborne (<i>PA:M</i>)	Ottoman Marching Music (<i>PA:M</i>)			
Performing Arts Rehearsal			Owain Phyfe's Music: Songs that Inspired Him, Pt 2 (<i>PA:M</i>)		
Amphitheater					The Pennsic Mightier: Improv Workshop (<i>PA:T</i>) (2 hours)
European Dance Tent				A Flirty Foursome: <i>Legiadra</i> (<i>Dance:Eur</i>)	Intermediate English Country Dance (<i>Dance:Eur</i>)
Games		Morris Games (<i>Game</i>)		Intro to <i>Go</i> (<i>Game</i>)	
Middle Eastern					

Tuesday, July 29 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Livonia Smithery		Japanese Stab Bookbinding (<i>Crafts</i>)		Chasing and Repoussé: Beginning (<i>Metal</i>)	Engraving: Beginning (<i>Metal</i>) (1 hours)
Pine Box Traders					
Æthelmearc 1		Spicy Marginalia: Phallus Frolics and Lewd Lickers (<i>Illum</i>)			
Æthelmearc 2	Gothic Calligraphy in Three Strokes (<i>Callig</i>)			No Exp Needed: Squash, Bug Scribal Bookmarks (<i>Illum</i>)	
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University					
Teen University					
Teen Lounge					

Tuesday, July 29 ~ Additional Morning Classes

Sci: Birds of Pennsic, Bog U at 7 AM

Other: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Par/Ch Crft: Welcome to War Craft Time, Family Point at 9 AM, 3 hours

Glass: Beginner Beadmaking, The Hot Shop merchant row next caravan creations at 9 AM

Metal: Viking Arm Bands and Stamping Tools: Make-and-Take, Ansteorra Royal - Harald's Workshop 2 at 9:30 AM, 6 hours

Other: East Kingdom Royal Set-up, East Kingdom Royal Hall at 10 AM, 3 hours

Rsrch: Understanding Medieval Scents, Duchy Arindale at 10 AM

Mrti: Stick to Sword: Rattan Weaponmaking 101, University Battlefield at 10 AM

PA:M: Harp for Absolute Beginners I, Duprey Creations Merchant Booth at 10 AM

Costume: *Haft Qalam Arayish*: 7 Pieces of Persian Beauty, Cosmetica Obscura - Space 45 at 10 AM, 6 hours

Par/Ch Oth: Toddler Playgroup, Family Lounge at 10 AM, 2 hours

Costume: *Saree*, Not Sorry: *Veshti* and *Nivi*, Runestone at 10 AM

Glass: Glass Animal Beadmaking 1, The Hot Shop merchant row next caravan creations at 11 AM, 3 hours

Crafts: Crafters' Green at Midrealm Royal, Midrealm Royal at 11 AM, 4 hours

PA:M: Pre-16th-Century Musical Modal Improvisation, Cafe Merhaba at 1 PM, 1.5 hours

Par/Ch Crft: Pennsic Rocks, Family Point at 1 PM

Tuesday, July 29 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1					
A&S 2	An Introduction to Names and Heraldry (<i>Hldry</i>) (1 hours)				
A&S 3					
A&S 4					Pennsic Glass Challenge (<i>Glass</i>) (3 hours)
A&S 5	Pirates of the Mediterranean (<i>Rsrch</i>) (1.5 hours)	Siberian Ice Maiden Tunic (<i>Rsrch</i>)			
A&S 6	Newcomers Pennsic 101 (<i>Newcomers</i>)				
A&S 7	The ABCs of Hellenic Polytheism (<i>Hist:Eur</i>) (1.5 hours)				
A&S 8					
A&S 9					
A&S 10	Basic Wire Working (<i>Jwlry</i>) (3 hours)	Viking Wire Weaving (<i>Jwlry</i>)			
A&S 11		Beaded Flowers 101: Rose (<i>Crafts</i>)			
A&S 12	Food Safety for SCA Cooks (<i>Food</i>) (1.5 hours)	Tasting Honey: Pliny the Elder's Praised Honey (<i>Food</i>)			
A&S 13	Introduction to ASL (<i>Other</i>)				
Bog U					
University-Battlefield					
Battlefield Loud					
Performing Arts Rehearsal					
Amphitheater	The Pennsic Mightier: Improv Workshop (<i>PA:T</i>) (2 hours)				
European Dance Tent	<i>Fortunosa</i> : A Fascinatingly Different Bassadanza (<i>Dance:Eur</i>)	<i>Cuckolds all a Row</i> and <i>Picking of Sticks</i> (<i>Dance:Eur</i>)	<i>Whirligig</i> (<i>Dance:Eur</i>)	Advanced English Country: <i>Step Stately</i> (<i>Dance:Eur</i>)	
Games	Pit and Stone Games (<i>Mancala</i>) (<i>Game</i>)		Period Card Games: <i>Losing Loadem</i> (<i>Game</i>)		
Middle Eastern	Show Me How You <i>Dabke</i> (<i>Dance:ME</i>)				

Tuesday, July 29 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Livonia Smithery	Engraving: Beginning <i>(Metal)</i> (1 hours)	Engraving: Intermediate <i>(Metal)</i>			Bead-Making and Flame Work: An Introduction <i>(Glass)</i> (3)
Pine Box Traders					
Æthelmearc 1	Very Basic Illumination <i>(Illum)</i>				
Æthelmearc 2			Open Scribal Time <i>(Illum)</i>		
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University					
Teen University					
Teen Lounge					

Tuesday, July 29 ~ Additional Afternoon Classes

Spin: Retting Flax at Pennsic, Fiber Arts Pavillion - Atlantean Royal at 2 PM

Glass: Beginner Glass Stringers and Twists, The Hot Shop merchant row next caravan creations at 2 PM, 2 hours

Other: Block Printing Your Own Belt Favor That Is a Pouch, Griffin's Hoard - merchants at 3 PM

Other: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Glass: Glass Animal Beadmaking 2, The Hot Shop merchant row next caravan creations at 7 PM, 3 hours

Par/Ch Oth: Bedtime Stories for Children, A&S 13 at 7 PM

Dance: Eur: Open Dancing, European Dance Tent at 9 PM, 3 hours

Wednesday, July 30 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1	Four-Color Flat Lucet Cord (<i>Cord</i>)	Making Wire-Wrapped Rings (<i>Jwlry</i>)	Bronze Age Short Tunic for Women (<i>Costume</i>)		Women and Non-Binary Physicians, Midwives... - CCt (<i>Sci</i>)
A&S 2		I Do Not Think That Means What You Think It Means (<i>Hldry</i>)	Safely Foraging Local Mushrooms (<i>Sci</i>)		Choosing an SCA Name (<i>Hldry</i>) (1 hours)
A&S 3		ADHD/VAST in the SCA (<i>Sci</i>)		Pants 1: The Basics, Design and Sew (<i>Costume</i>)	Plantago Major: The Mother Plant (<i>Sci</i>)
A&S 4	Breakfast with Mehmed the Conqueror, June 1469 (<i>Cook</i>)		Niello: Part 2 (<i>Metal</i>)		Building a Quern for Hand-Grinding Grain (<i>Food</i>)
A&S 5	Drafting and Distaff (<i>Spin</i>)	Learn to Spin (<i>Spin</i>)	Alliterative Verse (<i>PA:B</i>)	Introduction to the Knowne Worlde Courtesans - CCt (<i>SCA</i>)	
A&S 6	NOT You Billy: Elizabethan Theatre Beyond the Bard (<i>PA:T</i>)	Conversational American Sign Language (<i>Other</i>)	Goldwork Brocade Tablet Weaving (<i>Crafts</i>)		
A&S 7	Silverwing's "Laws": The Dream We Share (<i>SCA</i>)		Experimental Archaeology (<i>Rsrch</i>)		
A&S 8	Mounted to Ground Combat (<i>Other</i>)		Kids' Kitchen Basics (<i>Cook</i>)	What's in Your Roman Pantry? (<i>Food</i>)	
A&S 9		Modern Music for the Medievally Minded (<i>PA:M</i>)	Folk Songs in England (<i>PA:M</i>)	Norse Poetry Overview (<i>PA:B</i>)	Youth Recorder Jam Session (<i>PA:M</i>)
A&S 10	Art Forgery or the Real Deal? (<i>Crafts</i>)		How to Use a Pork Pie Dolly (<i>Food</i>)		The Impossible Braid (<i>Crafts</i>) (2 hours)
A&S 11		Henna for Skin: Mixology and Application (<i>Crafts</i>)	Kintsugi: The Art of Japanese Ceramic Repair (<i>Crafts</i>)		
A&S 12	Cannabis in the SCA Period (<i>Rsrch</i>)	Introduction to Combat Archery (<i>Mrtl</i>)	Help Me, Tempus, You're My Only Hope! (<i>Costume</i>)		How Pennsic Works (<i>SCA</i>)
A&S 13	Modern Media & the SCA: Making Them Work Together (<i>SCA</i>)	Researchers Roundtable (<i>Rsrch</i>)		Medieval Werewolves (<i>Rsrch</i>)	Wait, Pennsic Has a Mentorship Program? (<i>SCA</i>) (1.5 hours)
Bog U					
University-Battlefield					
Battlefield Loud		Ottoman Marching Music (<i>PA:M</i>)			
Performing Arts Rehearsal				Here. Play This. Now. (<i>PA:M</i>)	My Ukulele Is a Guitar (<i>PA:O</i>)
Amphitheater					The Pennsic Mightier: Improv Workshop (<i>PA:T</i>) (2 hours)
European Dance Tent			Beginner 15th-Century English Dances (<i>Dance:Eur</i>)	Belfiore: A Different Perspective (<i>Dance:Eur</i>)	Fun 15th-Century Set Dances: Pizochara (<i>Dance:Eur</i>)
Games		Period Backgammon Games (<i>Game</i>)		Hnefltafl (<i>Game</i>)	
Middle Eastern	Very Basic Belly Dancing (<i>Dance:ME</i>)				

Wednesday, July 30 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Livonia Smithery		Japanese Stab Bookbinding (<i>Crafts</i>)		Tin Smithing (<i>Metal</i>) (3 hours)	
Pine Box Traders					
Æthelmearc 1	Open Scribal Time (<i>Illum</i>)			A New Way to Draw: Four Techniques for Drawing (<i>Scribal Arts</i>)	A New Way to Draw: Grid Drawing (<i>Scribal Arts</i>)
Æthelmearc 2		Adding Whimsy: Getting Marginalia On More Scrolls! (<i>Illum</i>)			Making Shell Gold (<i>Illum</i>) (2 hours)
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University			Adventure Maximus: An Introductory D&D-style RPG (<i>Game</i>)		Constellations and Crafts (<i>Sci</i>)
Teen University			Knot Strictly Functional (<i>Cord</i>)		Beginning Lucet Cord (<i>Cord</i>)
Teen Lounge					

Wednesday, July 30 ~ Additional Morning Classes

Other: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Hist:Asia: TEA 101: A Tasty History of Tea, Catskills Mountain Moccasins at 9 AM, 2 hours

Par/Ch Crft: Viking Bling!, Family Point at 9 AM, 2 hours

Glass: Beginner Beadmaking, The Hot Shop merchant row next caravan creations at 9 AM

Metal: Viking Arm Bands and Stamping Tools: Make-and-Take, Ansteorra Royal - Haraldr's Workshop 2 at 9:30 AM, 6 hours

PA:M: Harping on Harps, Duprey Creations Merchant Booth at 10 AM

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Mrtl: Rattan Weapon Making: Part 2, University Battlefield at 10 AM

Psna: The Dangerous Beauty: Series 1, *Esprimiti!* - CCt, Courtesan College - B03 at 10 AM, 1.5 hours

Rsrch: Green Gold: Medieval "Laurel Soap", Cosmetica Obscura - Space 45 at 10 AM, 6 hours

Costume: *Saree*, Not Sorry: Daring to Drape the *Dhoti*, Runestone at 10 AM

Glass: Tools of the Flame, The Hot Shop merchant row next caravan creations at 11 AM

Par/Ch Oth: Kid Garb Swap Meet, Family Lounge at 11 AM

Crafts: Crafters' Green at Midrealm Royal, Midrealm

Royal at 11 AM, 4 hours

Other: Block Print a Cotton Bag, Griffin's Hoard - merchants at 11 AM

Par/Ch Crft: Carving Viking Runestones, Family Point at 11 AM

Wood: Period Portable Furniture You Can Make, Enchanted Ground - W09 at 12 PM

Par/Ch Crft: Roman Mosaics, Family Point at 1 PM

Psna: Wake Up with Makeup Roman-Style - CCt, Courtesan College - B03 at 1 PM

Par/Ch Crft: Preschool Playgroup, Family Lounge at 1 PM, 2 hours

Wednesday, July 30 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1					
A&S 2	Choosing an SCA Name (Hldry) (1 hours)				
A&S 3	The Third Fall of Rome and the Labors of Heraclius (Hist:Eur)	Atlantis in the Middle Ages (Hist:Eur)	The Great Plague of 1347 (Hist:Eur)		
A&S 4					Pennsic Glass Challenge (Glass) (3 hours)
A&S 5	Wire Drawing and Riveted Chain Mail (Metal)	19 Irish Goddesses (Hist:Eur)			
A&S 6	Newcomers Pennsic 101 (Newcomers)	Bone Carving (Crafts)			
A&S 7		Elevation: From Vigil to Ceremony (SCA)			
A&S 8		How Bananas Changed the World! (Hist:AME)			
A&S 9					
A&S 10	The Impossible Braid (Crafts) (2 hours)	Food & Sex in Medieval & Renaissance Medicine -CCt (Food)			
A&S 11	Beaded Flowers 301: Iris (Crafts)				
A&S 12	Honey Tasting: The Finest Honeys of the World! (Cook)		How to Tell People about the SCA (SCA)		
A&S 13	Wait, Pennsic Has a Mentorship Program? (SCA) (1.5 hours)	Signers in the SCA Meetup (Mtg)			
Bog U					
University-Battlefield					
Battlefield Loud					
Performing Arts Rehearsal	Beginning Recorder (PA:B)	Come Play With Us: Odhecaton (PA:M)	Come Play With Us: In Nomines (PA:M)		
Amphitheater	The Pennsic Mightier: Improv Workshop (PA:T) (2 hours)				
European Dance Tent		Beginner Dance: English Country (Dance:Eur)	A Silly Skirmish for Five: Verceppe (Dance:Eur)		
Games	Dice and Dice Games (Game)		The Welsh Grandfather's Game (Game)		Period Card Games: Tarot (Game) (1.5 hours)
Middle Eastern	Belly Dance for Every Body (Dance:ME)				

Wednesday, July 30 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Livonia Smithery	Tin Smithing (<i>Metal</i>) (3 hours)		Keum-Boo (<i>Metal</i>)		Bead-Making and Flame Work: An Introduction (<i>Glass</i>) (3)
Pine Box Traders					
Æthelmearc 1	A New Way of Drawing: Negative Space Drawings (<i>Scribal Arts</i>)	Dyeing Pergamenata to Replicate Dyed Manuscripts (<i>Scribal Arts</i>)			
Æthelmearc 2	Making Shell Gold (<i>Illum</i>) (2 hours)	Ask a Scribe (<i>Callig</i>)	No Exp Needed: Squash, Bug Scribal Bookmarks (<i>Illum</i>)		
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University					
Teen University		Beginners' Bayeux Tapestry (<i>Ebrdry</i>)			
Teen Lounge		Domos Draconum: Palace of the Silver Princess (<i>Game</i>)			

Wednesday, July 30 ~ Additional Afternoon Classes

Illum: Spicy Marginalia: Phallus Frolics - CCt, Courtesan College - B03 at 2 PM, 2 hours

Glass: Beginner Dots, The Hot Shop merchant row next caravan creations at 2 PM, 2 hours

Hist:Eur: Sadomasochism in Religious Art - CCt, Courtesan College - B03 at 4 PM

Other: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Rsrch: Immodest Idols - CCt, Courtesan College - B03 at 5 PM

Par/Ch Oth: Bedtime Stories for Children, A&S 13 at 7 PM

Par/Teen: Teen Lounge: Welcome To War Meet-n-Greet, Teen Lounge at 7 PM, 3 hours

Glass: Ancient Head Beads, The Hot Shop merchant row next caravan creations at 7 PM

Glass: Deconstructing the Bead, The Hot Shop merchant row next caravan creations at 7 PM, 2 hours

Other: A History of Sex Toys - CCt, Courtesan College - B03 at 8 PM

Dance:Eur: Open Dancing, European Dance Tent at 9 PM, 3 hours

Sci: Night Sky Over Pennsic, University Point at 9 PM

Thursday, July 31 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1	Medicinal Cordial Making 2.0 (<i>Food</i>)		Concerning Mohammed and the Well-Guided Caliphs (<i>Hist:AME</i>)	Why Poets Should Use the English Style (<i>PA:B</i>)	The Ship of Theseus and Other Medieval Conundra (<i>Sci</i>) (1.5 hours)
A&S 2	<i>Meigaku</i> : Design and Document Japanese Names (<i>Hist:Asia</i>)		<i>Kamon</i> : Designing and Documenting Japanese Armory (<i>Hist:Asia</i>)		Grains of Sub-Saharan Africa (<i>Cook</i>)
A&S 3	Embroidery: How Do I Do That!?! (<i>Ebrdry</i>)	Medieval Cats and Other Pets (<i>Hist:Eur</i>)		Moorish Spain (<i>Hist:Eur</i>)	
A&S 4		<i>Cuirboulle</i> : Water-Hardened Leather Armor (<i>Crafts</i>)			
A&S 5	Broadside Baddies and Tudor True Crime Drama (<i>Hist:Eur</i>)	Polity: Forging Beliefs Through Violence (<i>Hist:Eur</i>)			Make Your Own Roman-Style Brooch (<i>Fibula</i>) (<i>Jwlry</i>)
A&S 6		Henna History (<i>Crafts</i>)	East Kingdom Arts and Sciences Rubric Training (<i>Other</i>)	Pennsic Tents: Choose, Tweak, Set Up, Live In (<i>SCA</i>)	SCA 101 (<i>SCA</i>) (1.5 hours)
A&S 7	Knitting in the 16th Century: An Overview (<i>Rsrch</i>)		Yes, We Have Vowels: A Brief Introduction to Welsh (<i>Other</i>)		<i>Buzkashi</i> on Horseback (<i>Mrtl</i>)
A&S 8	Farming During the Middle Ages (<i>Other</i>)	Basic Couching for Goldwork (<i>Ebrdry</i>)		Embroidery Hand-Holding and Moral Support (<i>Ebrdry</i>)	Be as the Bees: Northern Europe (<i>Rsrch</i>) (2 hours)
A&S 9					Telling Stories as Your Persona (<i>PA:B</i>)
A&S 10	Metal Fabrication: Piercing, Sawing, and Filing (<i>Jwlry</i>)			Intermediate Viking Wire Weaving (<i>Jwlry</i>)	Chip Carving 101 (<i>Crafts</i>) (1.5 hours)
A&S 11		Anglo-Saxon Ring Pouch (<i>Costume</i>)			
A&S 12	How to Make Period Furniture that Packs Flat (<i>Wood</i>)	Making an Italian Renaissance Chemise (<i>Costume</i>)	<i>Landsknecht</i> Fashion 1490-1570 (<i>Costume</i>)	Engaging with Youth in the SCA (<i>SCA</i>)	How to Carve a Viking Duck (<i>Wood</i>)
A&S 13	Basic Sign Heraldry for Court (<i>Hldry</i>)	Opening Up a Can of Worms: Research in the SCA (<i>Rsrch</i>)	Honey Tasting: The Finest Honeys of the World! (<i>Cook</i>)		Night's Black Agents: Elizabethan Espionage (<i>Hist:Eur</i>) (1.5 hours)
Bog U		Fingerloop Braiding (<i>Crafts</i>)	Exploring the Bow Loom: Walk Around Weaving (<i>Weav</i>)		Bog Barter / Swamp Swap (<i>Mtg</i>) (3 hours)
University-Battlefield					
Battlefield Loud		<i>Janissary</i> Band (<i>PA:M</i>)			
Performing Arts Rehearsal		Known World Choir Rehearsals (<i>Perf:Reh</i>)		Children's Choir (<i>PA:M</i>)	Music to Pass the Time (<i>PA:M</i>)
Amphitheater					The Pennsic Mightier: Improv Workshop (<i>PA:T</i>) (2 hours)
European Dance Tent			Beginner Dance: <i>Petits Vriens</i> Two Ways! (<i>Dance:Eur</i>)	Beginner Dance: English Country Plus (<i>Dance:Eur</i>)	Intermed. Eng. Country: <i>Grimstock</i> & <i>Goddesses</i> (<i>Dance:Eur</i>)
Games		<i>Hnefhtafi</i> (<i>Game</i>)		Ancient Games: The <i>Royal Game of Ur</i> (<i>Game</i>)	
Middle Eastern		Fan Veils: Flirty and Fun (<i>Dance:ME</i>)	Frame Drumming 101 (<i>PA:M</i>)		

Thursday, July 31 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Livonia Smithery		Japanese Stab Bookbinding (<i>Crafts</i>)		Chasing and Repoussé: Beginning (<i>Metal</i>)	Engraving: Beginning (<i>Metal</i>) (1 hours)
Pine Box Traders	Card Weaving Basics (<i>Weav</i>)				
Æthelmearc 1				Screaming Snails: Doodling Marginalia Decorations (<i>Illum</i>)	
Æthelmearc 2	A New Way to Draw: Sighting (<i>Scribal Arts</i>)	A New Way to Draw: Using Shapes (<i>Scribal Arts</i>)	Still Life Drawing Salon (<i>Scribal Arts</i>)		
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University			Adventure Maximus : An Introductory D&D-style RPG (<i>Game</i>)		
Teen University			Uke Can Do It! Beginner Ukulele Class (<i>PA:M</i>)		Recreating the Skjoldehamn Belt for Teens (<i>Costume</i>)
Teen Lounge					

Thursday, July 31 ~ Additional Morning Classes

Other: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Glass: Beginner Beadmaking, The Hot Shop merchant row next caravan creations at 9 AM

Metal: Viking Arm Bands and Stamping Tools: Make-and-Take, Ansteorra Royal - Haraldr's Workshop 2 at 9:30 AM, 6 hours

Rsrch: Understanding Medieval Scents, Duchy Arindale at 10 AM

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Mrti: Fiore's 1409 Dagger Plays, University Battlefield at 10 AM

Psna: The Dangerous Beauty: Series 2, *La Bella...* - CCT, Courtesan College - B03 at 10 AM, 1.5 hours

PA:M: Harp for Absolute Beginners I, Duprey Creations Merchant Booth at 10 AM

Costume: "Too Much Kissing": Historical Lipsticks, Cosmetica Obscura - Space 45 at 10 AM, 6 hours

Illum: Panel Gesso for Egg Tempera, Grassa, Oil, and More, Guild Mirandola at 10 AM, 3 hours

Costume: Saree, Not Sorry: Conquer the 8 and 9 Yard Saree, Runestone at 10 AM

PA:M: Guitars Are Awesome, House Raeburn : N16 at 11 AM

Crafts: Crafters' Green at Midrealm Royal, Midrealm Royal at 11 AM, 4 hours

Costume: Intro to Mongol Culture and Clothing, Black Mountain, Booth 86 at 11 AM, 1.5 hours

Food: Part 2 of Introduction to Roman Cooking and Eating , East Kingdom Royal Kitchen at 11 AM, 1.5 hours

Par/Ch Oth: Toddler Playgroup, Family Lounge at 11 AM, 2 hours

Other: *Ebru* : Turkish Art of Marbling, Griffin's Hoard - merchants at 12 PM, 2 hours

Other: Pre-17th Century *Sapphics* - CCT, Courtesan College - B03 at 1 PM, 1.5 hours

Weav: Inkle Weaving: Pattern Design, Fiber Arts Pavillion - Atlantean Royal at 1 PM

Crafts: Build Your Own Catapult and Target, Family Point at 1 PM

Thursday, July 31 ~ Afternoon

	2:00 PM		3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1	The Ship of Theseus and Other Medieval Conundra (Sci) (1.5 hours)		The Way of Saint James: Pilgrims to Santiago (Hist:Eur)			
A&S 2	Easy Banner Making Using Appliqué (Hldry)		Conflict Checking with the Complex Search (Hldry)			
A&S 3	The Third Fall of Rome and the End of the World (Hist:Eur)		Recreating the Skjoldehamn Belt (Costume)			
A&S 4			Nigel's Fire Starting Class (Hist:Eur)			Pennsic Glass Challenge (Glass) (3 hours)
A&S 5	Viking Penannular Brooches Make-and-Take (Metal)			16th-Century Western Pornography CCT (Hist:Eur)		
A&S 6	SCA 101 (SCA) (1.5 hours)		Goldwork Embroidery over Padding (Ebrdry)			
A&S 7	Drop Spinning 101 (Spin)			Joan of Arc: Artillerist, Fraudbuster, and Saint (Hist:Eur)		
A&S 8	Be as the Bees: Northern Europe (Rsrch) (2 hours)		Hooks and Eyes Workshop (Costume)			
A&S 9						
A&S 10	Chip Carving 101 (Crafts) (1.5 hours)		How To Fit Your Neck Hole (Costume)	Gussets, Godets, and Gores, "Oh My" (Costume)		
A&S 11			Horn Carving (Crafts)			
A&S 12	Making a "Glastonbury Lite" Chair (Wood)					
A&S 13	Night's Black Agents: Elizabethan Espionage (Hist:Eur) (1.5 hours)		Are You Smarter Than a 10th Grader? (Hist:Eur)			
Bog U	Bog Barter / Swamp Swap (Mtg) (3 hours)		Embroidery: How Do I Do That? (Ebrdry)			
University-Battlefield						
Battlefield Loud						
Performing Arts Rehearsal	Ukrainian Folk Singing Workshop (PA:M)			Come Play With Us: Gabrielli (PA:M)		
Amphitheater	The Pennsic Mightier: Improv Workshop (PA:T) (2 hours)			KWP: Shakespeare's Twelfth Night Audition (PA:T)		
European Dance Tent	Introduction to 16th-Century Italian Dance (Dance:Eur)		Beyond the Basics of 15th-Century Italian Dance (Dance:Eur)	Advanced Dance: Fia Guilemina for Four (Dance:Eur)		
Games	Senat (Game)			Period Card Games: Maw (Game)		Period Card Games: Karnoffel (Game) (1.5 hours)
Middle Eastern	Belly Dance for Every Body (Dance:ME)					

Thursday, July 31 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Livonia Smithery	Engraving: Beginning (<i>Metal</i>) (1 hours)	Chasing and Repoussé: Intermediate (<i>Metal</i>)	Tool Making (<i>Metal</i>)		Bead-Making and Flame Work: An Introduction (<i>Glass</i>) (3)
Pine Box Traders					
Æthelmearc 1			A Signature for Your (European) Persona (<i>Callig</i>)		
Æthelmearc 2	Not an Artist's Way to Create a Scroll (<i>Illum</i>)				
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University					
Teen University	Knot Strictly Functional (<i>Cord</i>)				
Teen Lounge		<i>Domos Draconum</i> : Palace of the Silver Princess (<i>Game</i>)			

Thursday, July 31 ~ Additional Afternoon Classes

PA:C: *Kygen*: Small Troupe Comic Improv Theatre, Clan Yama Kaminari (E03) at 2 PM, 2 hours

PA:M: Pre-16th-Century Musical Modal Improvisation, Cafe Merhaba at 2 PM, 1.5 hours

Jwlry: Beaded "Ouches", Kingdom Ansteorra - BFT at 2 PM

Weav: Inkle Weaving: Warping Your Loom, Fiber Arts Pavillion - Atlantean Royal at 2 PM, 2 hours

Glass: Beginner Bead Shapes, The Hot Shop merchant row next caravan creations at 2 PM, 2 hours

Rsrch: Scythian Research/Reading Library, Black Mountain, Booth 86 at 2 PM

Crafts: Make-and-Take SCA Memory Boxes, Family Point at 2 PM

Other: Beginning Irish Language for SCAdians, University Battlefield at 2 PM, 2 hours

Other: Gods and Goddesses of Lust and Love - CCt, Courtesan College - B03 at 2:30 PM, 2 hours

Ebrdry: *Shyrdak* Open Workshop, Black Mountain, Booth 86 at 3 PM, 2 hours

Other: 12-Step Meeting, Denys the Decadent's Camp: EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Food: North African and Ethiopian Coffee, East Kingdom Royal Kitchen at 4 PM, 2 hours

Rsrch: Unveiling the Intimate: Ritual Objects - CCt, Courtesan College - B03 at 5 PM

PA:B: Raunch and Romance - CCt, Courtesan College - B03 at 7 PM, 2 hours

Par/Ch Oth: Bedtime Stories for Children, A&S 13 at 7 PM

Par/Teen: Teen Lounge: Bardic Circle, Teen Lounge at 7 PM, 3 hours

PA:M: Warm Up Hafila!, Middle Eastern at 7 PM, 3 hours

Glass: Deconstructing the Bead, The Hot Shop merchant row next caravan creations at 7 PM, 2 hours

Dance:Eur: Musicians Choice: Open Dancing, European Dance Tent at 9 PM, 3 hours

Friday, August 01 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1		Cooking from Period Sources (<i>Cook</i>)	Period Islamic Cooking (<i>Cook</i>)		
A&S 2		<i>Bstilla</i> : A Moroccan Savory Pie (<i>Cook</i>)			
A&S 3			Introduction to Tablet Weaving (<i>Weav</i>)		
A&S 4		Oil Lamps Made Easy! (<i>Sci</i>)			
A&S 5	14th-Century Armor: Its Development Across Europe (<i>Metal</i>)	Mounted Combat: Tips and Tricks (<i>Mrtl</i>)	Signing in the SCA Roundtable (<i>SCA</i>)		Make Your Own Roman-Style Brooch (<i>Fibula</i>) (<i>Jwlry</i>)
A&S 6		Natural Hair Dye: Henna and Beyond (<i>Sci</i>)	A Beginner's Guide to Court (<i>SCA</i>)		
A&S 7		Beginning Netting (<i>Needle</i>)		Planning a Feast (<i>Food</i>)	Combat Archery Tactics from <i>The Senryaku</i> (<i>Comb:A</i>) (1.5 hours)
A&S 8		Slate Frames and German Brick Stich (<i>Ebrdry</i>)		Finding and Processing Materials for Period Arrows (<i>Crafts</i>)	
A&S 9					Writing Period-Style Ballads (<i>PA:M</i>)
A&S 10	Beginning Silk Banners (<i>Crafts</i>)				
A&S 11		Leather Coronets: Light, Bright and Beautiful (<i>Crafts</i>)	Chip Carving 101 (<i>Crafts</i>)		
A&S 12	Beginner's Guide to Garb Design (<i>Costume</i>)	Victims' Advocacy In and Out of the Society (<i>SCA</i>)	Are You Descended from European Royalty? (<i>Hist:Eur</i>)	Honey Tasting: The Finest Honeys of the World! (<i>Cook</i>)	
A&S 13		Tips, Tricks and Toddlers (<i>Par/Ch Oth</i>)		Pennsic Without a Cooler (<i>Cook</i>)	Babies at Pennsic: A Discussion (<i>SCA</i>)
Bog U					
University-Battlefield					
Battlefield Loud		Janissary Band (<i>PA:M</i>)			Known World Brass Choir (<i>PA:M</i>) (1.5 hours)
Performing Arts Rehearsal		Known World Choir Rehearsals (<i>Perf:Reh</i>)		Children's Choir (<i>PA:M</i>)	Renaissance Music Mixed Consort Play Session (<i>PA:M</i>) (1.5 hours)
Amphitheater					The Pennsic Mightier: Improv Workshop (<i>PA:T</i>) (2 hours)
European Dance Tent		All Ages Dance: <i>Italian Chaos</i> (<i>Dance:Eur</i>)		Dance Masters and Musicians Roundtable (<i>Dance:Eur</i>)	Dances for Tonight's Early Bird Ball (<i>Dance:Eur</i>)
Games		<i>Alquerque</i> (<i>Game</i>)		<i>Game of the Goose</i> (<i>Game</i>)	
Middle Eastern					

Friday, August 01 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Livonia Smithery		Japanese Stab Bookbinding (<i>Crafts</i>)		Chasing and Repoussé: Beginning (<i>Metal</i>)	Engraving: Beginning (<i>Metal</i>) (1 hours)
Pine Box Traders		Tapestry Frame Weaving Basics (<i>Weav</i>)			
Æthelmearc 1				Iki: Composing Japanese Official Texts (<i>Callig</i>)	Shji: Japanese Calligraphy Workshop (<i>Callig</i>) (2 hours)
Æthelmearc 2	A New Way to Draw: Four Techniques for Drawing (<i>Scribal Arts</i>)	A New Way to Draw: Grid Drawing (<i>Scribal Arts</i>)	A New Way to Draw: Sighting (<i>Scribal Arts</i>)	A New Way of Drawing: Negative Space Drawings (<i>Scribal Arts</i>)	
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University			Adventure Maximus: An Introductory D&D-style RPG (<i>Game</i>)		Life-Sized Cardboard Castle Building (<i>Crafts</i>) (2 hours)
Teen University			Roman Jewelry for Teens (<i>Jwlry</i>)		Nickel Flowers and Vines (<i>Illum</i>)
Teen Lounge					

Friday, August 01 ~ Additional Morning Classes

Other: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Other: Warhorse Training: From Steed to Champion, A&S 8 at 8:30 AM, 1.5 hours

Hist:Asia: TEA 202: Teas of Japan., Catskills Mountain Moccasins at 9 AM, 2 hours

Par/Ch Crft: Roman Mosaics, Family Point at 9 AM

Cook: Food in Medieval Sicily, First Aid Point at 9 AM

Glass: Beginner Beadmaking, The Hot Shop merchant row next caravan creations at 9 AM

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Psna: The Dangerous Beauty: Series 3, *La Tresca*! - CCt, Courtesan College - B03 at 10 AM, 1.5 hours

Other: Weed Walk, University Point at 10 AM, 2 hours

PA:M: Harp for Absolute Beginners II, Duprey Creations Merchant Booth at 10 AM

Rsrch: Painted Celts:Authentic War Paint for Your Persona, Cosmetica Obscura - Space 45 at 10 AM, 6 hours

Sci: Keeping Bees in the Knowne Worlde, House Raeburn : N16 at 10 AM

Glass: Tools of the Flame, The Hot Shop merchant row next caravan creations at 11 AM

Crafts: Crafters' Green at Midrealm Royal, Midrealm Royal at 11 AM, 4 hours

Other: Block Print a Cotton Bag, Griffin's Hoard - merchants at 11 AM

PA:B: Medieval / Shakespearean Monologue Seminar, Performing Arts at 1 PM

PA:M: Pre-16th-Century Musical Modal Improvisation, Cafe Merhaba at 1 PM, 1.5 hours

Mrtl: Fiore's 1409 Dagger Plays, University Battlefield at 1 PM

Mtg: Medieval Dress and Textiles Society Demystified, Fiber Arts Pavillion - Atlantean Royal at 1 PM

PA:M: Moving Your Harp Technique to the Next Level, Touch the Earth at 1 PM

Other: Lewd Latin - CCt, Courtesan College - B03 at 1 PM

Par/Ch Crft: Preschool Playgroup, Family Lounge at 1 PM, 2 hours

Friday, August 01 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1					
A&S 2					
A&S 3					
A&S 4					Pennsic Glass Challenge (<i>Glass</i>) (3 hours)
A&S 5	Medlars, the Dog's Arse Fruit (<i>Food</i>)				
A&S 6	Newcomers Pennsic 101 (<i>Newcomers</i>)				
A&S 7	Combat Archery Tactics from <i>The Senryaku</i> (<i>Comb:A</i>) (1.5 hours)				
A&S 8			When Debt Collectors Repossessed Constantinople (<i>Hist:Eur</i>)		
A&S 9		<i>Contrafacta</i> : Yes, Filking is Period (<i>Other</i>)			
A&S 10	Bone Carving (<i>Crafts</i>)				
A&S 11					
A&S 12	Writing Award Recommendations: What to Know (<i>SCA</i>)				
A&S 13	Providing Access to Opportunities in the SCA (<i>SCA</i>)	Evidence-Based Viking Male Clothing (<i>Costume</i>)			
Bog U	Artful Arms and Hands (<i>Dance:ME</i>)	Viking Navigation: How They Did It (<i>Sci</i>)			
University-Battlefield					
Battlefield Loud	Known World Brass Choir (<i>PA:M</i>) (1.5 hours)				
Performing Arts Rehearsal	Renaissance Music Mixed Consort Play Session (<i>PA:M</i>) (1.5 hours)	Late Period Rounds (<i>PA:M</i>)	Intro to West African Hand Drumming (<i>PA:M</i>)		
Amphitheater	The Pennsic Mightier: Improv Workshop (<i>PA:T</i>) (2 hours)	<i>Commedia Pastorale</i> : Fantasy in Period Theatre (<i>PA:C</i>)			
European Dance Tent	Low, Slow and Flirtatious for Three: <i>Pelligrina</i> (<i>Dance:Eur</i>)	<i>Contentezza D'Amore</i> (<i>Dance:Eur</i>)	Weaving the Dance: <i>Tesara</i> (<i>Dance:Eur</i>)		
Games	Four Player Chess (<i>Game</i>)		Period Card Games: <i>Piquet</i> (or <i>Cent</i>) (<i>Game</i>)	Brothel Games (<i>Game</i>)	
Middle Eastern				<i>Guedra</i> (<i>Other</i>)	

Friday, August 01 ~ Afternoon

	2:00 PM		3:00 PM	4:00 PM	5:00 PM	6:00 PM
Livonia Smithery	Engraving: Beginning <i>(Metal)</i> (1 hours)		Engraving: Intermediate <i>(Metal)</i>			Bead-Making and Flame Work: An Introduction <i>(Glass)</i> (3)
Pine Box Traders	Kumihimo Basics <i>(Cord)</i>			Rake Peg Loom Basics <i>(Weav)</i>		
Æthelmearc 1	Shji: Japanese Calligraphy Workshop <i>(Callig)</i> (2 hours)					
Æthelmearc 2			No Exp Needed: Squash, Bug Scribal Bookmarks <i>(Illum)</i>			
Æthelmearc 3						
Family Point						
Family Point Lounge						
Family Point Courtyard						
Youth University	Life-Sized Cardboard Castle Building <i>(Crafts)</i> (2 hours)					
Teen University	Beginning Lucet Cord <i>(Cord)</i>					
Teen Lounge			Domos Draconum: Palace of the Silver Princess <i>(Game)</i>			

Friday, August 01 ~ Additional Afternoon Classes

Psna: Scythian and Saka Persona Development, Black Mountain, Booth 86 at 2 PM

Hist:Eur: The History of Prostitution - CCt, Courtesan College - B03 at 2 PM, 2 hours

Spin: Retrieving Retted Flax at Pennsic, Fiber Arts Pavillion - Atlantean Royal at 2 PM

Other: Intermediate Irish Language for SCAdians, University Battlefield at 2 PM, 2 hours

Spin: But Is it Really Flax? A Tour of Bast Fibers, Fiber Arts Pavillion - Atlantean Royal at 3 PM, 2 hours

Illum: Egg Tempera for Panels and Polychrome Objects, Guild Mirandola at 3 PM, 3 hours

Other: Block Printing Your Own Belt Favor That Is a Pouch, Griffin's Hoard - merchants at 3 PM

Hldry: War Herald's Challenge, Fort at 3:30 PM, 2 hours

Other: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Rsrch: Body Rituals - CCt, Courtesan College - B03 at 4 PM

Hist:Eur: Sex with Demons - CCt, Courtesan College - B03 at 5 PM

Hist:Eur: Courtly Love - CCt, Courtesan College - B03 at 7 PM

Par/Ch Oth: Bedtime Stories for Children, A&S 13 at 7 PM

Par/Teen: Teen Lounge, Teen Lounge at 7 PM, 3 hours

Mtg: Kabbalat Shabbat , Bog U at 8 PM, 2 hours

Hist:Eur: Risqué Pompeii: Art Under the Volcano - CCt, Courtesan College - B03 at 8 PM

Dance:Eur: Ball Set Up, European Dance Tent at 8 PM

Jwry: Period Jewelry: A Slide Show, A&S 5 at 8 PM, 2 hours

Event: Early Bird Ball, European Dance Tent at 9 PM, 3 hours

Saturday, August 02 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1		A Forester He Truly Was: Foresters Then and Now (<i>Hist:Eur</i>)			
A&S 2	Haudenosaunee Foodways (<i>Food</i>)	Natural Cordage Making (<i>Cord</i>)	Africans in Tudor England (<i>Hist:Eur</i>)		
A&S 3	Using an Abacus (<i>Sci</i>)		Twine Woven Bags (<i>Weav</i>)		
A&S 4	Bycocket Workshop (<i>Costume</i>)				
A&S 5	Embroidery Thread: Survey and Sources (<i>Ebrdry</i>)	Fabric Fundamentals (<i>Costume</i>)	Tasting Honey: Pliny the Elder's Praised Honey (<i>Food</i>)		Make Your Own Roman-Style Brooch (<i>Fibula</i>) (<i>Jwlry</i>)
A&S 6	Woodland Period Ceramics of the Chesapeake Bay (<i>Other</i>)	Great Military Blunders and the Lessons They Teach (<i>Mrtl</i>)		Embroidery 101: 8 Period Stitches (<i>Ebrdry</i>)	
A&S 7	William Clowes' <i>Morbus Gallicus</i> : A Review (<i>Rsrch</i>)	Bidding the Bedes: Introduction to Paternosters (<i>Hist:Eur</i>)	A Day in the Life (<i>Rsrch</i>)		
A&S 8	Hedeby 6-Strand Braid (<i>Cord</i>)	<i>Ars Dictaminis</i> : Art of Medieval Letter Writing (<i>Scribal Arts</i>)	Create Your Character (<i>Psna</i>)	Hammer of the Witches: Witch Hunts and Trials (<i>Hist:Eur</i>)	
A&S 9				Period Drinking Songs (<i>PA:M</i>)	
A&S 10	Art Forgery or the Real Deal? (<i>Crafts</i>)		Advanced Viking Wire Weaving (<i>Jwlry</i>)	Bone Carving (<i>Crafts</i>)	
A&S 11		Henna Party (<i>Crafts</i>)	Pad Stitching 101 (<i>Costume</i>)		Block Printing 101 (<i>Other</i>) (2 hours)
A&S 12	How to Tell People about the SCA (<i>SCA</i>)	Honey Tasting: The Finest Honey's of the World! (<i>Cook</i>)		Introduction to Combat Archery (<i>Mrtl</i>)	How to Make Period Furniture that Packs Flat (<i>Wood</i>)
A&S 13	Estate Planning and the SCA (<i>SCA</i>)		Creating an Open Daycamp: The Publick House (<i>SCA</i>)	Intro to Falconry (<i>Other</i>)	Meading My Backyard (<i>Food</i>)
Bog U					
University-Battlefield					
Battlefield Loud		Janissary Band (<i>PA:M</i>)			Speed Introduction to <i>Commedia</i> (<i>PA:C</i>)
Performing Arts Rehearsal		Known World Choir Rehearsals (<i>Perf:Reh</i>)		Children's Choir (<i>PA:M</i>)	Pennsic Youth Choir (<i>PA:M</i>)
Amphitheater					<i>Lazzi</i> : Historical and New (<i>PA:C</i>)
European Dance Tent		All Age Dance: Lines and Circles (<i>Dance:Eur</i>)	Beginner <i>Bassadanza</i> : <i>Bassadanza Catalina</i> " (<i>Dance:Eur</i>)	Pelican Vigil for Sonya Flicker (Patches) (<i>Dance:Eur</i>)	<i>Contrapasso da Farsi in Ruota</i> (<i>Dance:Eur</i>)
Games		Ancient Games: <i>Senet</i> (<i>Game</i>)		<i>Alquerque</i> (<i>Game</i>)	
Middle Eastern		Beginner Middle Eastern Drumming, Part 1: Basics (<i>PA:M</i>)	Beginner Middle Eastern Drumming, Part 2: Fills (<i>PA:M</i>)	Classical Persian Dance Combinations (<i>Dance:ME</i>)	

Saturday, August 02 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Livonia Smithery		Japanese Stab Bookbinding (<i>Crafts</i>)		Tin Smithing (<i>Metal</i>) (3 hours)	
Pine Box Traders		Family Stick Weaving (<i>Weav</i>)		Stick Weaving (<i>Weav</i>)	
Æthelmearc 1			Demystifying Whitework (<i>Illum</i>)		
Æthelmearc 2					A New Way to Draw: Using Shapes (<i>Scribal Arts</i>)
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University			Adventure Maximus: An Introductory D&D-style RPG (<i>Game</i>)		
Teen University		Make and Take Lego Medieval Manuscript Marginalia (<i>Illum</i>)	Lucet Cord Making (<i>Cord</i>)	Knot Strictly Functional (<i>Cord</i>)	
Teen Lounge					

Saturday, August 02 ~ Additional Morning Classes

Event: Pennsic Fun Run and Unofficial Half Marathon, First Aid Point at 7 AM, 4 hours

Other: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Par/Ch Crft: Viking Bling!, Family Point at 9 AM, 2 hours

Comb:R: Battle for La Rochelle, Fort at 9 AM, 3 hours

Mtg: Æthelmearc Laurel Meeting, Aethelmaerc Royal Camp at 9 AM

Glass: Beginner Beadmaking, The Hot Shop merchant row next caravan creations at 9 AM

Mtg: Æthelmearc Pelican Meeting, Aethelmaerc Royal Camp at 10 AM

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Psna: The Dangerous Beauty: Series 4, *Allora!* - CCt, Courtesan College - B03 at 10 AM, 1.5 hours

Other: Weed Walk, University Point at 10 AM, 2 hours

Crafts: With These Knots I Bind My Camp, Debatable Lands (N10) On Fletcher's Road at 10 AM, 2 hours

Costume: Parting Glances, Cosmetics Obscura - Space 45 at 10 AM, 6 hours

Glass: Gold Leaf on Glass: *Verre Églomisé*, Guild Mirandola at 10 AM, 3 hours

Food: *Snacko Invictus*: Sports Nutrition for Combatants, University Battlefield at 10 AM

PA:M: Beginner/intermediate *Doumbek*, Touch the Earth at

10:30 AM

H&S: Yoga for Anyone and Everyone: On Runestone Hill, Runestone at 11 AM

Costume: Beginner *Nálbinding*, Oslo Stitch, Fiber Arts Pavillion - Atlantean Royal at 11 AM, 2 hours

Par/Ch Crft: Carving Viking Runestones, Family Point at 11 AM

Glass: Beginner Glass Stringers and Twists, The Hot Shop merchant row next caravan creations at 11 AM, 2 hours

Other: Block Printing Your Own Belt Favor That Is a Pouch, Griffin's Hoard - merchants at 11 AM

Par/Ch Oth: Toddler Playgroup, Family Lounge at 11 AM, 2 hours

PA:M: Post-Apocalypse: The Walking *Dum*, Touch the Earth at 12:30 PM, 1.5 hours

Psna: Courtesan Persona 101 - CCt, Courtesan College - B03 at 1 PM, 2 hours

PA:B: Medieval / Shakespearean Monologue Seminar, Performing Arts at 1 PM

Comb:H: *Kamikaze* Battle, Fort at 1 PM, 2 hours

Mtg: *Nálbinding* Meet and Greet, Fiber Arts Pavillion - Atlantean Royal at 1 PM, 2 hours

Glass: Beginner Bead Shapes, The Hot Shop merchant row next caravan creations at 1 PM, 2 hours

Saturday, August 02 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1					
A&S 2	Pillbox <i>Tarboush</i> Hat Make-and-Take (<i>Costume</i>)				
A&S 3					
A&S 4					Pennsic Glass Challenge (<i>Glass</i>) (3 hours)
A&S 5	Viking Penannular Brooches Make-and-Take (<i>Metal</i>)				
A&S 6					
A&S 7	To Bridle the Horses of St. Mark: Chioggia (<i>Hist:Eur</i>)				
A&S 8					
A&S 9					
A&S 10		Horn Carving (<i>Crafts</i>)			
A&S 11	Block Printing 101 (<i>Other</i>) (2 hours)				
A&S 12	The History of Kissing - CCt (<i>Hist:Eur</i>)	Courtesans of the Renaissance <i>Not</i> Named... - CCt (<i>Psna</i>)	Pants 2: Finishing Stuff, Fly, Pockets (<i>Costume</i>)	Scythian Meet-Up (<i>Mtg</i>)	
A&S 13	Where Shirts Meet Sleeves (<i>Costume</i>)	Book Lovers' Tea (<i>Mtg</i>)			
Bog U					
University- Battlefield					
Battlefield Loud	Commedia All Stars Rehearsal (<i>Perf:Reh</i>)				
Performing Arts Rehearsal	Known World Brass Choir (<i>PA:M</i>)				
Amphitheater					
European Dance Tent	Hope Springs Eternal: <i>Spero</i> (<i>Dance:Eur</i>)	Beginner Dance: Slow and Flirtatious <i>Bassadanza</i>	<i>Barriera da Il Ballarino</i> (<i>Dance:Eur</i>)	All In for <i>Almains</i> (<i>Dance:Eur</i>)	
Games	<i>Shogi</i> Part 1: <i>Heian</i> <i>Shogi</i> and <i>Sho-Shogi</i> (<i>Game</i>)		<i>As-Nas</i> : A Persian Card Game (<i>Game</i>)		
Middle Eastern					

Saturday, August 02 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Livonia Smithery	Tin Smithing (<i>Metal</i>) (3 hours)		Niello Enamel Making (<i>Metal</i>)		Bead-Making and Flame Work: An Introduction (<i>Glass</i>) (3)
Pine Box Traders			Loom-Woven Pouch (<i>Weav</i>)		
Æthelmearc 1	Ask a Scribe (<i>Callig</i>)	Open Scribal Time (<i>Illum</i>)			
Æthelmearc 2	Still Life Drawing Salon (<i>Scribal Arts</i>)				
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University					
Teen University					
Teen Lounge		Domos Draconum : Palace of the Silver Princess (<i>Game</i>)			

Saturday, August 02 ~ Additional Afternoon Classes

Event: Royal Moot, Midrealm Royal at 2 PM, 4 hours

Par/Ch Crft: Pennsic Rocks, Family Point at 2 PM

PA:M: Irish Frame Drum: Introduction to the *Bodhrán* , University Battlefield at 2 PM, 2 hours

Party: Lord Ramirez's "Unofficial" Cigar Social, Runestone at 3 PM, 3 hours

Perf:Reh: *i Verdi Confusi* : Closed Dress Rehearsal, Performing Arts at 3 PM, 2 hours

Mrtl: Period Black Powder Firearms: Safety and Handling, Gunnery Point on Mt Eislinn: at 3 PM, 2 hours

Game: Brothel Games - CCt, Courtesan College - B03 at 3 PM, 2 hours

Glass: Beginner Dots, The Hot Shop merchant row next caravan creations at 3 PM, 2 hours

PA:M: *Chorulus Pennsicus* Rehearsals, Camp Lochmere: N18 at 4 PM, 1.5 hours

Other: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Scribal Arts: Quill Cutting, Guild Mirandola at 4 PM

Scribal Arts: Life Drawing in the Classical Tradition - CCt, Courtesan College - B03 at 5 PM

Cook: *Mori-Awase* : A Feast for the Senses, Clan Yama Kaminari (E03) at 6 PM, 2 hours

Par/Ch Oth: Bedtime Stories for Children, A&S 13 at 7 PM

Par/Teen: Teen Lounge: LGBTQ+ Teen Night, Teen Lounge at 7 PM, 3 hours

Hist:Eur: 16th-Century Western Pornography - CCt, Courtesan College - B03 at 7 PM, 2 hours

Event: Opening Ceremonies, Fort at 7 PM, 1.5 hours

Dance:Eur: Ball Set Up, European Dance Tent at 8 PM

Dance:ME: Big Balkan Music *Kofana* Featuring Rodyna Returns, Lake Dance Platform at 8 PM

Event: The Contessa's Red and Gold Ball, European Dance Tent at 9 PM, 3 hours

Sunday, August 03 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1		The History of Prosthetics (<i>Hist:Eur</i>)	Hip to Be Square (<i>Costume</i>)		
A&S 2			Sources for African Names (<i>Hldry</i>)		
A&S 3	Vivat, Latin Lives (<i>Other</i>)	Introduction to Islamic Bookbinding (<i>Crafts</i>)			
A&S 4	Pennsic Glass Challenge (<i>Glass</i>)			Viking <i>Hacksilver</i> Discussion and Roundtable (<i>Metal</i>)	Viking <i>Hacksilver</i> Demo (<i>Metal</i>) (2 hours)
A&S 5	The Medieval Broderer in London (<i>Psna</i>)	Patterns for a Pony: Period Tourney Covers (<i>Costume</i>)	Asiatic Spinning (<i>Spin</i>)		Make Your Own Roman-Style Brooch (<i>Fibula</i>) (<i>Jwlry</i>)
A&S 6	<i>Heian</i> Get Ready With Me: Traveling Outfit (<i>Costume</i>)	Pilgrimage and Power: The Travelling Outfit (<i>Psna</i>)	Renaissance Venice by the Colors: Sumptuary Survey (<i>Costume</i>)	Renaissance Italian <i>Camicia</i> (Shift/Chemise) (<i>Costume</i>)	
A&S 7	The Complete Works of Ambroise Paré: A Review (<i>Rsrch</i>)		English Rosaries and Paternosters (<i>Hist:Eur</i>)	Saxon Transylvania: An Overview of Culture/History (<i>Hist:Eur</i>)	Tablet Weaving Basics (<i>Weav</i>)
A&S 8	Alchemy in Period (<i>Rsrch</i>)		Ittier Bittier Cartridge Pleats (<i>Costume</i>)		
A&S 9				Making It Up on the Spot: A Guide to Bardic Improv (<i>PA:B</i>)	Writing Period-Style Ballads (<i>PA:M</i>)
A&S 10	Wood Block Stamping and Stenciling on Fabric (<i>Other</i>)			Medieval-Style Mustards (<i>Food</i>)	
A&S 11				Amber: Northern Gold (<i>Crafts</i>)	
A&S 12	Simple Documentation Methods (<i>Rsrch</i>)	Lead On, Brave Heart (<i>Hist:Eur</i>)	Divination: The Seven Forbidden Arts (<i>Sci</i>)	Honey Tasting: The Finest Honeys of the World! (<i>Cook</i>)	
A&S 13	Medieval Food Myths (<i>Cook</i>)		Evolution of Tack (<i>Sci</i>)		
Bog U				Viola da Gamba Reading Session (<i>PA:M</i>)	
University-Battlefield					
Battlefield Loud		Janissary Band (<i>PA:M</i>)		Gathering of the Louds (<i>PA:M</i>)	
Performing Arts Rehearsal	Youth Instrumental Consort Rehearsal (<i>Perf:Reh</i>)	Known World Choir Rehearsals (<i>Perf:Reh</i>)		Children's Choir (<i>PA:M</i>)	Pennsic Youth Choir (<i>PA:M</i>)
Amphitheater	Youth <i>Commedia dell'Arte</i> (<i>PA:C</i>)	Pennsic Youth Theatre (<i>PA:T</i>)			<i>Commedia</i> Character Workshop (<i>PA:C</i>)
European Dance Tent		All Ages: Bouncy Dances (<i>Dance:Eur</i>)	Uncommon English Country Dances (<i>Dance:Eur</i>)	Dance Lunch and Learn: Dance Mentorship Roundtable (<i>Dance:Eur</i>)	Dances for Tonight's Beginners' Ball (<i>Dance:Eur</i>)
Games		Go Workshop (<i>Game</i>)		Pit and Stone Games (<i>Mancala</i>) (<i>Game</i>)	
Middle Eastern		Beginner Middle Eastern Drumming, Part 1: Basics (<i>PA:M</i>)	Beginner Middle Eastern Drumming, Part 2: Fills (<i>PA:M</i>)	Classical Persian Dance Combinations (<i>Dance:ME</i>)	

Sunday, August 03 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Livonia Smithery		Japanese Stab Bookbinding (<i>Crafts</i>)		Chasing and Repoussé: Beginning (<i>Metal</i>)	Engraving: Beginning (<i>Metal</i>) (1 hours)
Pine Box Traders				Family <i>Kumihimo</i> Basics (<i>Cord</i>)	Inkle Weaving Basics (<i>Weav</i>)
Æthelmearc 1			Heraldry for Scribes (<i>Hldry</i>)	Ask a Scribe (<i>Callig</i>)	
Æthelmearc 2		A Signature for Your (European) Persona (<i>Callig</i>)			Taking the Mystery out of Scribal Assignments (<i>Illum</i>)
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University			Adventure Maximus : An Introductory D&D-style RPG (<i>Game</i>)		
Teen University			Teen Intro to Hand Sewing (<i>Costume</i>)	Make-and-Take Yarn Hat or Scarf (<i>Weav</i>)	Creating Asian Stab Binding Books (<i>Crafts</i>) (2 hours)
Teen Lounge					

Sunday, August 03 ~ Additional Morning Classes

Other: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Food: TEA 001 -stupidTEA, Catskills Mountain Moccasins at 9 AM

PA:T: *Everyman* Rehearsals KWP, Performing Arts at 9 AM, 3 hours

Par/Ch Crft: Æthelmearc Morning, Family Point at 9 AM, 3 hours

Glass: Beginner Beadmaking, The Hot Shop merchant row next caravan creations at 9 AM

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Other: Weed Walk, University Point at 10 AM, 2 hours

Costume: Painted Faces: Historical Foundations, Cosmetica Obscura - Space 45 at 10 AM, 6 hours

Illum: Gold Leaf Sampler, Guild Mirandola at 10 AM, 3 hours

Weav: Baltic Pick-Up Inkle Weaving Basics, Fiber Arts Pavillion - Atlantean Royal at 10 AM, 2 hours

H&S: Yoga for Anyone and Everyone: On Runestone Hill, Runestone at 11 AM

Other: Block Print a Cotton Bag, Griffin's Hoard - merchants at 12 PM

PA:M: Post-Apocalypse: The Walking *Dum*, Touch the Earth at 12:30 PM, 1.5 hours

Event: Pennsic 52 Known World Arts and Sciences Display, Great Hall at 1 PM, 4 hours

Metal: Easy Pewter Casting in Plaster, The Hot Shop merchant row next caravan creations at 1 PM, 2 hours

Par/Ch Crft: Æthelmearc Afternoon, Family Point at 1 PM, 3 hours

Psna: Scythian and *Saka* Persona Development, Black Mountain, Booth 86 at 1 PM

Par/Ch Crft: Preschool Playgroup, Family Lounge at 1 PM, 2 hours

Sunday, August 03 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1					
A&S 2					
A&S 3					
A&S 4	Viking Hacksilver Demo (Metal) (2 hours)				
A&S 5			Justice by Blood and Iron (Hist:Eur)		
A&S 6	Newcomers Pennsic 101 (Newcomers)	Creative Practice: Armor Combat, Archer, Rapier (Comb:H)			
A&S 7					
A&S 8					
A&S 9	Youth Recorder Jam Session (PA:M)				
A&S 10	Interkingdom Brewers' Guild Competition (Food)				
A&S 11	Interkingdom Brewers' Guild Roundtable (Food)				
A&S 12	Pants 3: Make Fancy Pants (Costume)	Lining: Turning It All Right-Side Out (Costume)			
A&S 13	The Courtiers: Who They Were and the SCA (SCA)				
Bog U	Nigel's Fire Starting Class (Hist:Eur)	How to Carve a Viking Pig-Dog (Crafts)			
University- Battlefield					
Battlefield Loud	Commedia All Stars Rehearsal (Perf:Reh)				
Performing Arts Rehearsal	Chorulus Pennsicus Auditions for Pennsic 53 (PA:M)	Known World Recorder Ensemble (PA:M)			
Amphitheater					
European Dance Tent	Preparing for Your First Ball (Dance:Eur)	It's Not (Quite) Period and I Don't Care (Dance:Eur)	An Enchanted Picnic (Event)		
Games	Shogi: Part 2 (Post 1550) (Game)		Period Card Games: Gleek (Game)		Period Card Games: Laugh and Lie Down (Game)
Middle Eastern					

Sunday, August 03 ~ Afternoon

	2:00 PM		3:00 PM	4:00 PM		5:00 PM	6:00 PM
Livonia Smithery	Engraving: Beginning (<i>Metal</i>) (1 hours)		Chasing and Repoussé: Intermediate (<i>Metal</i>)		Tool Making (<i>Metal</i>)		Bead-Making and Flame Work: An Introduction (<i>Glass</i>) (3)
Pine Box Traders	Lucet Basics (<i>Cord</i>)			Stick Weaving (<i>Weav</i>)			
Æthelmearc 1	Goldleafing Made Easy (<i>Illum</i>)						
Æthelmearc 2							
Æthelmearc 3							
Family Point							
Family Point Lounge							
Family Point Courtyard							
Youth University							
Teen University	Creating Asian Stab Binding Books (<i>Crafts</i>) (2 hours)		Pennsic for Teens: How to Get Involved! (<i>SCA</i>)				
Teen Lounge			<i>Domos Draconum</i> : Palace of the Silver Princess (<i>Game</i>)				

Sunday, August 03 ~ Additional Afternoon Classes

PA:B: Runestone Bardic Circle, Runestone at 2 PM, 2.5 hours

Rsrch: Scythian Research/Reading Library, Black Mountain, Booth 86 at 2 PM

Perf:Reh: *i Sebastiani* Closed Rehearsal, Performing Arts at 3 PM

Ebrdry: *Shyrdak* Open Workshop, Black Mountain, Booth 86 at 3 PM, 2 hours

Other: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

PA:M: *Chorulus Pennsicus* Rehearsals, Camp Lochmere: N18 at 4 PM, 1.5 hours

Scribal Arts: Period Pigments: Intro and Safety, Guild Mirandola at 4 PM

Mtg: Æthelmearc Command Meeting, Aethelmaerc Royal Camp at 5 PM

Party: Known World Heralds' Meet-and-Greet, Herald's Point at 6 PM, 3 hours

Event: Second Generation SCA'dian Mixer, Aethelmaerc Royal Camp at 6 PM, 2 hours

Event: Helgabal, Battlefield West at 6 PM, 3 hours

Event: Middle Kingdom Unbelted Champions' Dinner, Midrealm Royal at 6:30 PM, 2 hours

Dance:Eur: Ball Set Up, European Dance Tent at 7 PM

Par/Ch Oth: Bedtime Stories for Children, A&S 13 at 7 PM

Par/Teen: Teen Lounge, Teen Lounge at 7 PM, 3 hours

Event: Beginners' Ball, European Dance Tent at 8 PM, 4 hours

Event: Lord Carmine and Friends *Haa* , Middle Eastern at 8:30 PM, 2 hours

Monday, August 04 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1	Four-Color Flat Lucet Cord (<i>Cord</i>)	The Irish Brehon Laws (<i>Hist:Eur</i>)			Rapier Hangers, Sword Belts and How to Wear Them (<i>Crafts</i>)
A&S 2	Hiawatha and the Great Law of Peace (<i>Other</i>)	An Introduction to Names and Heraldry (<i>Hldry</i>)	Beginner Heraldry: Armory 101 (<i>Hldry</i>)	A Modern Technique for Informing Period Aesthetics (<i>Rsrch</i>)	
A&S 3			Recreating the Skjoldehamn Belt (<i>Costume</i>)		Elizabeth Bathory, the Blood Countess (<i>Hist:Eur</i>)
A&S 4		Oil Lamps Made Easy! (<i>Sci</i>)	Using <i>Niello</i> : Part 1 (<i>Metal</i>)		Building a Quern for Hand-Grinding Grain (<i>Food</i>)
A&S 5	Miraculous, Mysterious, Medieval Theatre (<i>Hist:Eur</i>)	Preserves Roundtable (<i>Food</i>)	Food Safety for SCA Cooks (<i>Food</i>)		Viking Penannular Brooches Make-and-Take (<i>Metal</i>) (1.5 hours)
A&S 6		Conversational American Sign Language (<i>Other</i>)	The Everyday Tudor (<i>Costume</i>)	Pennsic Tents: Choose, Tweak, Set Up, Live In (<i>SCA</i>)	SCA 101 (<i>SCA</i>) (1.5 hours)
A&S 7	Medieval Horse Equipment (<i>Sci</i>)	Beginning Tatting, Part 1 (<i>Needle</i>)		Polity: Forging Beliefs Through Violence (<i>Hist:Eur</i>)	
A&S 8	Intro to Falconry (<i>Other</i>)	Be as the Bees: The Mediterranean (<i>Rsrch</i>)		The ABCs of Hellenic Polytheism (<i>Hist:Eur</i>)	
A&S 9				No, It's Not a Tiny Guitar: The <i>Citole</i> and You (<i>PA:M</i>)	Historic Scenarios: The Big Project (<i>PA:C</i>)
A&S 10	The History and Development of the Houpelande (<i>Costume</i>)		Tasting Honey: Pliny the Elder's Praised Honey (<i>Food</i>)		Beard Care in the Heat of the Pennsic War! (<i>SCA</i>)
A&S 11		ADHD Deep Hacks (<i>H&S</i>)			Eat Your Flowers with Tasting: Savory and Strange (<i>Cook</i>)
A&S 12		Victims' Advocacy In and Out of the Society (<i>SCA</i>)	Divination in the Age of Apollo (<i>Sci</i>)	Gay Vikings: Sex and Gender in Norse Society (<i>Hist:Eur</i>)	How to Maintain an Outdoor Cooking Fire (<i>Cook</i>)
A&S 13	Coats, Cloaks, and Other Outerwear (<i>Costume</i>)	Crossing Cultures in Storytelling (<i>PA:O</i>)		Modern Media & the SCA: Making Them Work Together (<i>SCA</i>)	Making the Magic: Court Prep for a Memorable Court (<i>SCA</i>)
Bog U	Safely Foraging Local Mushrooms (<i>Sci</i>)			Drafting and Distaff (<i>Spin</i>)	Learn to Spin (<i>Spin</i>)
University-Battlefield					
Battlefield Loud			16th-Century Arbeau Historical Field Drum Class (<i>PA:M</i>)	Known World Brass Choir (<i>PA:M</i>)	
Performing Arts Rehearsal	Youth Instrumental Consort Rehearsal (<i>Perf:Reh</i>)	Known World Choir Rehearsals (<i>Perf:Reh</i>)		Children's Choir (<i>PA:M</i>)	Pennsic Youth Choir (<i>PA:M</i>)
Amphitheater	Youth <i>Commedia dell'Arte</i> (<i>PA:C</i>)	Pennsic Youth Theatre (<i>PA:T</i>)	Introduction to Acting (<i>PA:T</i>)		
European Dance Tent		All Ages Dance: <i>Chirantana</i> or <i>Italian Chaos 2</i> (<i>Dance:Eur</i>)	<i>Coranto d'Espagne</i> (<i>Dance:Eur</i>)	First of Three Gresley Dances (<i>Dance:Eur</i>)	Ball Prep: Italian Revel (<i>Dance:Eur</i>)
Games		<i>Game of the Goose</i> (<i>Game</i>)		Chess on Different Boards (<i>Game</i>)	
Middle Eastern		Beginner Middle Eastern Drumming, Part 1: Basics (<i>PA:M</i>)	Beginner Middle Eastern Drumming, Part 2: Fills (<i>PA:M</i>)	Claim Your Space (<i>Dance:ME</i>)	

Monday, August 04 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Livonia Smithery		Japanese Stab Bookbinding (<i>Crafts</i>)		Chasing and Repoussé: Beginning (<i>Metal</i>)	Engraving: Beginning (<i>Metal</i>) (1 hours)
Pine Box Traders		Rake Peg Loom Basics (<i>Weav</i>)		Kumihimo Basics (<i>Cord</i>)	Card Weaving Basics (<i>Weav</i>) (1.5 hours)
Æthelmearc 1		Ask a Scribe (<i>Callig</i>)	Spicy Marginalia: Phallus Frolics and Lewd Lickers (<i>Illum</i>)		Scribal Tea (<i>Party</i>) (2 hours)
Æthelmearc 2	Open Scribal Time (<i>Illum</i>)	Parchment Embellishment and Repair with Needlework (<i>Ebrdry</i>)			
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University					Constellations and Crafts (<i>Sci</i>)
Teen University			Embroidery 101: 8 Period Stitches (<i>Ebrdry</i>)		Improvisation (<i>PA:T</i>)
Teen Lounge					

Monday, August 04 ~ Additional Morning Classes

Sci: Birds of Pennsic, Bog U at 7 AM

Other: Pennsic 52 Arts & Sciences War Point, Great Hall at 7:30 AM, 12 hours

Other: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

PA:T: *Everyman* Rehearsals KWP, Performing Arts at 9 AM, 3 hours

Glass: Beginner Beadmaking, The Hot Shop merchant row next caravan creations at 9 AM

Par/Ch Crft: East Kingdom Day, Family Point at 9 AM, 3 hours

Hist:Asia: TEA 101: A Tasty History of Tea, Catskills Mountain Moccasins at 9:30 AM, 2 hours

Metal: Viking Arm Bands and Stamping Tools: Make-and-Take, Ansteorra Royal - Harald's Workshop 2 at 9:30 AM, 6 hours

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Ebrdry: 16th-C English Monochrome Embroidery: Blackwork, Fiber Arts Pavillion - Atlantean Royal at 10 AM

Sci: Medieval Falconry: Sport, Science, and Society, University Battlefield at 10 AM

Other: Weed Walk, University Point at 10 AM, 2 hours

Metal: Forge Welded Fire Steels, Rabenwald Metalsmything Forge - merchant booth 118 at 10 AM, 2 hours

Crafts: Henna for Skin: Mixology and Application,

Peacock's Nest - Space 41 at 10 AM

Par/Ch Oth: Toddler Playgroup, Family Lounge at 10 AM, 2 hours

Illum: Panel Gesso for Egg Tempera, Grassa, Oil, and More, Guild Mirandola at 10 AM, 3 hours

PA:M: How to Play a Drum Solo for a Dancer, Touch the Earth at 10:30 AM

PA:B: Anglo-Saxon Alliterative Tradition Poetry Workshop, Clan Yama Kaminari (E03) at 11 AM

H&S: Yoga for Anyone and Everyone: On Runestone Hill, Runestone at 11 AM

Spin: But Is it Really Flax? A Tour of Bast Fibers, Fiber Arts Pavillion - Atlantean Royal at 11 AM, 2 hours

Glass: Tools of the Flame, The Hot Shop merchant row next caravan creations at 11 AM

Crafts: Crafters' Green at Midrealm Royal, Midrealm Royal at 11 AM, 4 hours

Other: *Ebru*: Turkish Art of Marbling, Griffin's Hoard - merchants at 12 PM, 2 hours

PA:M: Post-Apocalypse: The Walking *Dum*, Touch the Earth at 12:30 PM, 1.5 hours

Crafts: Medieval Book Binding Over Raised Cords, Kingdom Ansteorra - BFT at 12:30 PM, 3 hours

Glass: Making Glass Cabochons, The Hot Shop merchant row next caravan creations at 1 PM, 2 hours

Par/Ch Oth: Kid Garb Swap Meet, Family Lounge at 1 PM

PA:T: KWP: Shakespeare's Twelfth Night Audition, Performing Arts at 1 PM, 2 hours

Spin: Retting Flax at Pennsic, Fiber Arts Pavillion - Atlantean Royal at 1 PM

Weav: Beginning Central Asian Rug Weaving, Black Mountain, Booth 86 at 1 PM, 1.5 hours

Par/Ch Crft: East Kingdom Day, Family Point at 1 PM, 3 hours

Monday, August 04 ~ Afternoon

	2:00 PM		3:00 PM		4:00 PM	5:00 PM	6:00 PM	
A&S 1	Viking Age Feast Gear: Archeological Evidence (<i>Rsrch</i>)				Being Your Persona (<i>Psna</i>)			
A&S 2	Grains of Sub-Saharan Africa (<i>Cook</i>)		Safely Foraging Local Mushrooms (<i>Sci</i>)					
A&S 3	1066: Three Kings and the End of England (<i>Hist:Eur</i>)		ADHD/VAST in the SCA (<i>Sci</i>)		The Death of Olaf Trygvassen (<i>Hist:Eur</i>)			
A&S 4			Introduction to <i>Cloisonné</i> Enameling (<i>Glass</i>)					
A&S 5	Viking Penannular Brooches Make-and-Take (<i>Metal</i>) (1.5 hours)		Tasting Honey: Pliny the Elder's Praised Honey (<i>Food</i>)					
A&S 6	SCA 101 (<i>SCA</i>) (1.5 hours)	Newcomers Pennsic 101 (<i>Newcomers</i>)		Creative Practice: Armor Combat, Archer, Rapier (<i>Comb:H</i>)				
A&S 7	Accessibility in the SCA (<i>SCA</i>)				Guild of St Severus (<i>Crafts</i>)			
A&S 8	Holy Cows and Flaming Monks (<i>SCA</i>)							
A&S 9	Telling Stories as Your Persona (<i>PA:B</i>)		Bardic Symposium #1: Memories and Memorials (<i>PA:B</i>)			Contrafacta : Yes, Filking is Period (<i>Other</i>)		
A&S 10	Leather Embroidery (<i>Ebrdry</i>)		Silk Painting Basics and Some History to Boot! (<i>Crafts</i>)					
A&S 11	An Introduction to Sweets in the Medieval Period (<i>Food</i>)		Beaded Flowers 102: Tulip (<i>Crafts</i>)					
A&S 12	SCA Librarians' Roundtable (<i>Mtg</i>)					Viking Age Clothing: Archeological Evidence (<i>Costume</i>)		
A&S 13	Are You Smarter Than a 10th Grader? (<i>Hist:Eur</i>)		Slavic Interest Group Meetup (<i>Hist:Eur</i>)		Easify (or Hardify) SCA Equestrian Activities (<i>Mrtl</i>)			
Bog U			Viking Navigation: How They Did It (<i>Sci</i>)				Known World Foresters Guild Meet-and-Greet (<i>Mtg</i>)	
University-Battlefield								
Battlefield Loud	Commedia All Stars Rehearsal (<i>Perf:Reh</i>)				Period Drinking Songs (<i>PA:M</i>)			
Performing Arts Rehearsal			Known World Recorder Ensemble (<i>PA:M</i>)		Renaissance Music Mixed Consort Play Session (<i>PA:M</i>)			
Amphitheater			Commedia Pastorale : Fantasy in Period Theatre (<i>PA:C</i>)			Whose Line Doth It Be Auditions (<i>PA:T</i>)		The Foxy Bard and Friends (<i>Perf:Mus</i>) (1 hours)
European Dance Tent	Beginner Dance: 15th-Century Italian (<i>Dance:Eur</i>)		Voltati in Ça, Rosina! (<i>Dance:Eur</i>)		Advanced English Country: St Martin's (<i>Dance:Eur</i>)			
Games	The Welsh Grandfather's Game (<i>Game</i>)				Period Card Games: Karnoffel (<i>Game</i>)			
Middle Eastern			Middle Eastern Melody and Drumming (<i>PA:M</i>)					

Monday, August 04 ~ Afternoon

	2:00 PM		3:00 PM	4:00 PM	5:00 PM	6:00 PM
Livonia Smithery	Engraving: Beginning (<i>Metal</i>) (1 hours)		Engraving: Intermediate (<i>Metal</i>)			Bead-Making and Flame Work: An Introduction (<i>Glass</i>) (3)
Pine Box Traders	Card Weaving Basics (<i>Weav</i>) (1.5 hours)			Tapestry Frame Weaving Basics (<i>Weav</i>)		
Æthelmearc 1	Scribal Tea (<i>Party</i>) (2 hours)	Demystifying Silver and Gold (<i>Illum</i>)				
Æthelmearc 2						
Æthelmearc 3						
Family Point						
Family Point Lounge						
Family Point Courtyard						
Youth University						
Teen University	Sashiko: Japanese Embroidery for Mending (<i>Ebrdry</i>)	Uke Can Do It! Beginner Ukulele Class (<i>PA:M</i>)				
Teen Lounge		Domos Draconum: Palace of the Silver Princess (<i>Game</i>)				

Monday, August 04 ~ Additional Afternoon Classes

PA:M: Intro to Split Finger Drumming, Touch the Earth at 3 PM

Other: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

PA:M: *Chorulus Pennsicus* Rehearsals, Camp Lochmere: N18 at 4 PM, 1.5 hours

Mtg: Æthelmearc Command Meeting, Aethelmaerc Royal Camp at 5 PM

Other: *Seishin-ry Mushin-an Chaseki*: Tea Ceremony, Clan Yama Kaminari (E03) at 6 PM, 2 hours

Event: Royal State Dinner, Midrealm Royal at 7 PM, 3 hours

Par/Ch Oth: Bedtime Stories for Children, A&S 13 at 7 PM

Par/Teen: Teen Lounge: Game Night, Teen Lounge at 7 PM, 3 hours

PA:M: Middle Eastern Haffa!, Middle Eastern at 7 PM, 3 hours

Game: D&D: Save the Colors of the Realms!, Teen University at 7 PM, 3 hours

Glass: Ancient Head Beads, The Hot Shop merchant row next caravan creations at 7 PM

Dance:Eur: Ball Set Up, European Dance Tent at 8 PM

Other: Meet the Mark, A&S 12 at 8 PM, 3 hours

PA:B: Ansteorran Bardic Circle, Kingdom Ansteorra - BFT at 8 PM, 2 hours

Party: Æthelmearc Kingdom Party, Aethelmaerc Royal Camp at 8 PM, 4 hours

Party: Roman Bacchanal - CCt, Courtesan College - B03 at 9 PM, 2.5 hours

Event: Italian Revel, European Dance Tent at 9 PM, 3 hours

Tuesday, August 05 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1	<i>Haudenosaunee Foodways (Food)</i>	Bronze Age Short Tunic for Women (<i>Costume</i>)			Law in the Lands of Peace (<i>Hist:AME</i>)
A&S 2	<i>Bstilla</i> : A Moroccan Savory Pie (<i>Cook</i>)	An Introduction to Names and Heraldry (<i>Hldry</i>)	Be as the Bees: Northern Europe (<i>Rsrch</i>)		Natural Cordage Making (<i>Cord</i>)
A&S 3		Beginning Lace Knitting (<i>Needle</i>)			
A&S 4	Breakfast with Mehmed the Conqueror, June 1469 (<i>Cook</i>)		Introduction to <i>Cloisonné</i> Enameling (<i>Glass</i>) (3 hours)		
A&S 5	Jesus Christ: War Chief (<i>Hist:Eur</i>)	All Thumbs Guide to Handsewing for Beginners (<i>Ebrdry</i>)		Origins of Playing Cards and Tarot (<i>Game</i>)	Make Your Own Roman-Style Brooch (<i>Fibula</i>) (<i>Jwlry</i>)
A&S 6	The Medieval Broderer in London (<i>Psna</i>)	Goldwork Brocade Tablet Weaving (<i>Crafts</i>)		Sumptuary Laws in 16th-Century England (<i>Costume</i>)	
A&S 7	<i>The Sufficencie of English Medicines</i> , by Bright (<i>Rsrch</i>)	Classical Cryptology: Codes and Ciphers (<i>Hist:Eur</i>)		History of Sheep (<i>Hist:Eur</i>)	What's in Your Roman Pantry? (<i>Food</i>)
A&S 8	Mastering Your Fears: A Journey to Empowerment (<i>Other</i>)		Silverwing's "Laws": The Dream We Share (<i>SCA</i>)		Drop Spinning 101 (<i>Spin</i>) (2 hours)
A&S 9				No, It's Not a Tiny Guitar: The <i>Citole</i> and You (<i>PA:M</i>)	Medieval Fan Fiction (<i>PA:B</i>)
A&S 10		Make <i>Sageo</i> with <i>Kumihimo</i> (<i>Cord</i>)		Basic Wire Working (<i>Jwlry</i>) (3 hours)	
A&S 11		Experimental Archaeology (<i>Rsrch</i>)			
A&S 12		Basic Sign Heraldry for Court (<i>Hldry</i>)	Divination with Cards (Cartomancy) (<i>Sci</i>)	Show What You Know: An A&S Documentation Primer (<i>Rsrch</i>)	How to Carve a Viking Duck (<i>Wood</i>)
A&S 13	Wildly Weedy Herbs (<i>Sci</i>)	Equestrian Equipment from the Bayeux Tapestry (<i>Sci</i>)		Keep Thee from a Nunnery (or Worse!) - CCt (<i>Psna</i>)	How to Research on the World Wide Web (<i>Rsrch</i>)
Bog U		Insects of Pennsic (<i>Sci</i>)	Intaglio Rings: More Than Just a Signature (<i>Jwlry</i>)		Blades and Belly Dance: Strength and Stillness (<i>Dance:ME</i>)
University-Battlefield					
Battlefield Loud					
Performing Arts Rehearsal	Youth Instrumental Consort Rehearsal (<i>Perf:Reh</i>)	Known World Choir Rehearsals (<i>Perf:Reh</i>)		Children's Choir (<i>PA:M</i>)	Pennsic Youth Choir (<i>PA:M</i>)
Amphitheater	Youth <i>Commedia dell'Arte</i> (<i>PA:C</i>)	Pennsic Youth Theatre (<i>PA:T</i>)		<i>i Sebastiani</i> Closed Rehearsal (<i>Perf:Reh</i>)	
European Dance Tent		Beginner Dance for Families (<i>Dance:Eur</i>)	Lovelace Dances (<i>Dance:Eur</i>)	Dance Lunch and Learn: Run a Successful Ball	Easy <i>Branles</i> for Fun (<i>Dance:Eur</i>)
Games		Ancient Games: <i>Senet</i> (<i>Game</i>)		Ancient Games: The <i>Royal Game of Ur</i> (<i>Game</i>)	
Middle Eastern			Frame Drumming 101 (<i>PA:M</i>)		

Tuesday, August 05 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Livonia Smithery		Japanese Stab Bookbinding (<i>Crafts</i>)		Tin Smithing (<i>Metal</i>) (3 hours)	
Pine Box Traders		Loom-Woven Pouch (<i>Weav</i>)		Family Stick Weaving (<i>Weav</i>)	
Æthelmearc 1	Ask a Scribe (<i>Callig</i>)				Goldleafing Made Easy (<i>Illum</i>) (2 hours)
Æthelmearc 2		Creating a Sampler of Medieval Pigments (<i>Illum</i>)		Dyeing Pergamenata to Replicate Dyed Manuscripts (<i>Scribal Arts</i>)	
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University			Quilling (<i>Crafts</i>)		
Teen University			Embroidery 102: Techniques and Design (<i>Ebrdry</i>)	Beginners' Bayeux Tapestry (<i>Ebrdry</i>)	<i>Orihon</i> : Making Folding Books (<i>Crafts</i>) (2 hours)
Teen Lounge					

Tuesday, August 05 ~ Additional Morning Classes

Other: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

PA:T: *Everyman* Rehearsals KWP, Performing Arts at 9 AM, 3 hours

Sci: *Mos Teutonicus*, Aethelmaerc Fire Pit at 9 AM, 4 hours

Glass: Beginner Beadmaking, The Hot Shop merchant row next caravan creations at 9 AM

Par/Ch Crft: Midrealm Day, Family Point at 9 AM, 3 hours

Metal: Viking Arm Bands and Stamping Tools: Make-and-Take, Ansteorra Royal - Haraldr's Workshop 2 at 9:30 AM, 6 hours

Event: Intercollegiate College Competition - A&S, Great Hall at 9:30 AM, 2 hours

PA:B: Fairy Songs: Tunes from Across the Veil, Touch the Earth at 10 AM

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Sci: Keeping Bees in the Knowne Worlde, House Raeburn : N16 at 10 AM

Other: Weed Walk, University Point at 10 AM, 2 hours

Costume: Smell Like A Minoan, Cosmetica Obscura - Space 45 at 10 AM, 6 hours

Crafts: Natural Hair Dye: Henna and Beyond, Peacock's Nest - Space 41 at 10 AM

Spin: Fleece for the First-Timer, Fiber Arts Pavillion - Atlantean Royal at 10 AM

Scribal Arts: Making *Clothlets* for Painting, Guild Mirandola at 10 AM

Glass: Glass Animal Beadmaking 1, The Hot Shop merchant row next caravan creations at 11 AM, 3 hours

Hist:Asia: Empires Without Borders, Black Mountain, Booth 86 at 11 AM

H&S: Yoga for Anyone and Everyone: On Runestone Hill, Runestone at 11 AM

Spin: Intro to Combing and Carding Fleece, Fiber Arts Pavillion - Atlantean Royal at 11 AM, 2 hours

Event: Medieval Barter Town Meet-up, Great Hall at 12 PM, 4 hours

Mtg: Æthelmearc Clothiers Guild Meeting, Aethelmaerc Royal Camp at 12 PM

PA:M: Post-Apocalypse: The Walking *Dum*, Touch the Earth at 12:30 PM, 1.5 hours

Other: Fleur d'Æthelmearc Order Meeting, Aethelmaerc Royal Camp at 1 PM, 2 hours

Par/Ch Crft: Midrealm Day, Family Point at 1 PM, 3 hours

Par/Ch Crft: Preschool Playgroup, Family Lounge at 1 PM, 2 hours

Costume: *Saree*, Not Sorry: *Veshti* and *Nivi*, Runestone at 1 PM

Metal: EK Blacksmith Guild Meeting and Panel, East Kingdom Royal Hall at 1 PM, 2 hours

Tuesday, August 05 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1		The Black Prince's Great Raid in France 1355 (<i>Hist:Eur</i>)			
A&S 2	A Stranger in a Strange Land (<i>Psna</i>)				
A&S 3	The Clock of History Set Back: Japan and Hungary (<i>Hist:Asia</i>)	How Bananas Changed the World! (<i>Hist:AME</i>)			
A&S 4	Introduction to Cloisonné Enameling (<i>Glass</i>) (3 hours)	Nigel's Fire Starting Class (<i>Hist:Eur</i>)			
A&S 5					
A&S 6	Food and Feasting for Newcomers (<i>SCA</i>)	Goldwork Embroidery over Padding (<i>Ebrdry</i>)			
A&S 7	Beginning Tatting, Part 2 (<i>Needle</i>)				
A&S 8	Drop Spinning 101 (<i>Spin</i>) (2 hours)	Video Voodoo: Video Editing 101 (<i>Other</i>)			
A&S 9	Writing Period-Style Ballads (<i>PA:M</i>)	Bardic Symposium #2: Nurturing New Bards (<i>PA:B</i>)			
A&S 10	Basic Wire Working (<i>Jwlry</i>) (3 hours)	Bone Carving (<i>Crafts</i>)			
A&S 11	Leather Embroidery (<i>Ebrdry</i>)				
A&S 12	SCA Exchequer Roundtable (<i>Other</i>)		Æthelmearc Brewers Roundtable (<i>Food</i>)	Viking Age Food: Archaeological Evidence (<i>Rsrch</i>)	
A&S 13	Providing Access to Opportunities in the SCA (<i>SCA</i>)	Teaching in the SCA (<i>SCA</i>)	Tasting Honey: Pliny the Elder's Praised Honey (<i>Food</i>)		
Bog U		Period Drinking Songs (<i>PA:M</i>)			
University-Battlefield					
Battlefield Loud	Commedia All Stars Rehearsal (<i>Perf:Reh</i>)				
Performing Arts Rehearsal		Known World Recorder Ensemble (<i>PA:M</i>)			
Amphitheater					<i>i Sebastiani and Friends!</i> (<i>Perf:Com</i>) (1.5 hours)
European Dance Tent	Beginner Dance Drills: Improving Your Dancing (<i>Dance:Eur</i>)	Easy Italian Dances (<i>Dance:Eur</i>)	Second of Three Gresley (<i>Dance:Eur</i>)	Advanced English Country: Parsons Farewell (<i>Dance:Eur</i>)	
Games	Go Workshop (<i>Game</i>)				Period Card Games: Losing Loadem (<i>Game</i>)
Middle Eastern		Middle Eastern Melody and Drumming (<i>PA:M</i>)		Guedra (<i>Other</i>)	

Tuesday, August 05 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Livonia Smithery	Tin Smithing (<i>Metal</i>) (3 hours)		Keum-Boo (<i>Metal</i>)		Bead-Making and Flame Work: An Introduction (<i>Glass</i>) (3 hours)
Pine Box Traders		Inkle Weaving Basics (<i>Weav</i>)	Lucet Basics (<i>Cord</i>)		
Æthelmearc 1	Goldleafing Made Easy (<i>Illum</i>) (2 hours)				
Æthelmearc 2					
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University					
Teen University	Orihon : Making Folding Books (<i>Crafts</i>) (2 hours)	Uke Can Do Even More: Ukulele Beginners Class 2 (<i>PA:M</i>)	Chain Mail 101 (<i>Crafts</i>)		
Teen Lounge				Teen Lounge (<i>Par/Teen</i>) (3 hours)	

Tuesday, August 05 ~ Additional Afternoon Classes

Rsrch: Scythian Research/Reading Library, Black Mountain, Booth 86 at 2 PM

Spin: Afternoon with a Spinster, Fiber Arts Pavillion - Atlantean Royal at 2 PM, 3 hours

PA:M: Moving Your Harp Technique to the Next Level, Touch the Earth at 2 PM

Illum: Egg Tempera for Panels and Polychrome Objects, Guild Mirandola at 3 PM, 3 hours

Ebrdry: *Shyrdak* Open Workshop, Black Mountain, Booth 86 at 3 PM, 2 hours

Other: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

PA:M: *Chorulus Pennsicus* Rehearsals, Camp Lochmere: N18 at 4 PM, 1.5 hours

Sci: Medieval Falconry: Sport, Science, and Society, University Battlefield at 4 PM

Other: Æthelmearc Court Prep, Great Hall at 5 PM

Court: Æthelmearc Kingdom Court, Great Hall at 6 PM, 2 hours

Court: East Kingdom Royal Court, East Kingdom Royal Hall at 6 PM, 4 hours

Newcomers: Newcomer's Gathering, Midrealm Royal at 6:30 PM, 2 hours

Glass: Glass Animal Beadmaking 2, The Hot Shop merchant row next caravan creations at 7 PM, 3 hours

Par/Ch Oth: Bedtime Stories for Children, A&S 13 at 7 PM

Costume: Courtesan Tableaux - CCt, Courtesan College - B03 at 8:30 PM, 1.5 hours

Event: Clan Blue Feather Ball and Fashion Cotillion, Great Hall at 9 PM, 4 hours

Dance:Eur: Open Dancing, European Dance Tent at 9 PM, 3 hours

Party: West Kingdom Party, West Kingdom Royal at 9:30 PM, 2.5 hours

Wednesday, August 06 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1		Iron Age 'Fit! (Costume)			
A&S 2		An Introduction to Names and Heraldry (Hldry)	A Stranger in a Strange Land (Psna)		Be as the Bees: The Mediterranean (Rsrch) (2 hours)
A&S 3					
A&S 4	Lampwork Glass Bead-Making: Safety and Basic Bead (Glass)			North African and Ethiopian Coffee (Food)	
A&S 5	Pirates of the Mediterranean (Rsrch)		The History of Prostitution CCt (Hist:Eur)		Make Your Own Roman-Style Brooch (Fibula) (Jwlry)
A&S 6	Glove Affair: Making Elizabethan Gloves (Costume)			Help Me, Tempus, You're My Only Hope! (Costume)	
A&S 7	Intro to Falconry (Other)	Elevation: From Vigil to Ceremony (SCA)		The Shining People: the Tocharians and Their World (Hist:Asia)	
A&S 8	Evolution of Black Powder Arms from 1320-1600 (Hist:Eur)	Medicine, Physick, and Surgery (H&S)		Tablet Weaving: No Loom? No Problem! (Weav)	
A&S 9					Norse Poetry Overview (PA:B)
A&S 10		Amber: Northern Gold (Crafts)			The Impossible Braid (Crafts) (2 hours)
A&S 11					
A&S 12	Making Better T-Tunics (Costume)		Divination: Scrying and Intuition (Sci)	East Kingdom Arts and Sciences Rubric Training (Other)	How Pennsic Works (SCA)
A&S 13		Medieval Cats and Other Pets (Hist:Eur)	Welsh Persona Meet-Up (Psna)		A Small Period Garden (Hist:Eur)
Bog U					Viola da Gamba Reading Session (PA:M) (2 hours)
University- Battlefield					
Battlefield Loud			Gathering of the Louds (PA:M)		
Performing Arts Rehearsal	Youth Instrumental Consort Rehearsal (Perf:Reh)	Known World Choir Rehearsals (Perf:Reh)		Children's Choir (PA:M)	Pennsic Youth Choir (PA:M)
Amphitheater	Youth Commedia dell'Arte (PA:C)	Pennsic Youth Theatre (PA:T)			
European Dance Tent		All Ages: Bouncy Dances (Dance:Eur)	Eleanor's Ribbon Dance (or Fettucine for Five) (Dance:Eur)	Dance Lunch and Learn: Books and Resources (Dance:Eur)	Grand Masked Ball Preparation (Dance:Eur) (2 hours)
Games		Morris Games (Game)		Period Card Games: Tarot (Game)	
Middle Eastern					

Wednesday, August 06 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Livonia Smithery		Japanese Stab Bookbinding (<i>Crafts</i>)		Chasing and Repoussé: Beginning (<i>Metal</i>)	Engraving: Beginning (<i>Metal</i>) (1 hours)
Pine Box Traders		Lucet Basics (<i>Cord</i>)		Rake Peg Loom Basics (<i>Weav</i>)	
Æthelmearc 1		Screaming Snails: Doodling Marginalia Decorations (<i>Illum</i>)			
Æthelmearc 2				Open Scribal Time (<i>Illum</i>)	Ask a Scribe (<i>Callig</i>)
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University					
Teen University					
Teen Lounge					

Wednesday, August 06 ~ Additional Morning Classes

Other: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Weav: Basketry 101: Market Basket, A&S 11 at 8 AM, 4 hours

PA:T: *Everyman* Rehearsals KWP, Performing Arts at 9 AM, 3 hours

Par/Ch Oth: Family Point **CLOSED**, Family Point at 9 AM, 6 hours

Other: Weed Walk, University Point at 9 AM, 2 hours

Spin: Fleece-to-Piece Finish Line, Aethelmaerc Royal Camp at 9 AM, 3 hours

Glass: Beginner Beadmaking, The Hot Shop merchant row next caravan creations at 9 AM

Metal: Viking Arm Bands and Stamping Tools: Make-and-Take, Ansteorra Royal - Haraldr's Workshop 2 at 9:30 AM, 6 hours

PA:M: Harping on Harps, Duprey Creations Merchant Booth at 10 AM

Crafts: Children's Fête, Great Hall at 10 AM, 3 hours

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Cook: Aphrodisiacs: Food & Drink for Sex & Love - CCT, East Kingdom Royal Kitchen at 10 AM, 1.5 hours

Crafts: Henna History, Peacock's Nest - Space 41 at 10 AM

Weav: Baltic Pick-Up Inkle Weaving Basics, Fiber Arts Pavillion - Atlantean Royal at 10 AM, 2 hours

Scribal Arts: Quill Cutting, Guild Mirandola at 10 AM

H&S: Yoga for Anyone and Everyone: On Runestone Hill, Runestone at 11 AM

PA:M: Guitars Are Awesome, House Raeburn : N16 at 11 AM

Costume: *Heian* Get Ready With Me: Courtesan - CCT, Courtesan College - B03 at 11 AM

Illum: Brush Techniques and Skills for Illumination, Guild Mirandola at 11 AM

Par/Ch Oth: Children's Water Battle: Set-Up, Fort at 12 PM, 2 hours

Ebrdry: Introduction to Gold Thread, Fiber Arts Pavillion - Atlantean Royal at 12 PM

PA:B: Angevin Circle, Performing Arts at 1 PM, 2 hours

Mtg: KMoAS Meet & Greet, Meridies Royal at 1 PM

Other: Æthelmearc Gage Meeting, Aethelmaerc Royal Camp at 1 PM

Ebrdry: Introduction to Goldwork Embroidery, Fiber Arts Pavillion - Atlantean Royal at 1 PM

Costume: *Saree* , Not Sorry: Daring to Drape the *Dhoti* , Runestone at 1 PM

Wednesday, August 06 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1					
A&S 2	Be as the Bees: The Mediterranean (<i>Rsrch</i>) (2 hours)	North African Wrapped Dresses (<i>Costume</i>)			
A&S 3	Two Suns in the Sky: The War for the Mediterranean (<i>Hist:Eur</i>)				
A&S 4					
A&S 5	Tasting Honey: Pliny the Elder's Praised Honey (<i>Food</i>)				
A&S 6		The History of Clan Blue Feather (<i>SCA</i>)			
A&S 7	Yes, We Have Vowels: A Brief Introduction to Welsh (<i>Other</i>)		A Scabbard with a Catch (<i>Crafts</i>)		
A&S 8		Experimental Archaeology (<i>Rsrch</i>)			
A&S 9		Bardic Symposium #3: Modern Recording and You! (<i>PA:B</i>)			
A&S 10	The Impossible Braid (<i>Crafts</i>) (2 hours)	Medicinal Cordial Making 2.0 (<i>Food</i>)			
A&S 11	Beaded Flowers 302: Sunflower (<i>Crafts</i>)				
A&S 12	Wait, Pennsic Has a Mentorship Program? (<i>SCA</i>)			Viking Age Furniture: Archeological Evidence (<i>Rsrch</i>)	
A&S 13	Ancient Roman Beauty Secrets (<i>Costume</i>)	Signing in the SCA Roundtable (<i>SCA</i>)			
Bog U	Viola da Gamba Reading Session (<i>PA:M</i>) (2 hours)	Gay Vikings: Sex and Gender in Norse Society (<i>Hist:Eur</i>)			
University-Battlefield					
Battlefield Loud	Commedia All Stars Rehearsal (<i>Perf:Reh</i>)				
Performing Arts Rehearsal		Known World Recorder Ensemble (<i>PA:M</i>)			
Amphitheater		Iron Commedia (<i>PA:C</i>)			
European Dance Tent	Grand Masked Ball Preparation (<i>Dance:Eur</i>) (2 hours)	Circle Dances (<i>Dance:Eur</i>)	Beginners' Dance Sampler Platter (<i>Dance:Eur</i>)		
Games	Intro to <i>Xiangqi</i> (Chinese Chess) (<i>Game</i>)		Multiplayer Medieval Backgammon (<i>Game</i>)		Period Card Games: Laugh and Lie Down (<i>Game</i>)
Middle Eastern		Middle Eastern Melody and Drumming (<i>PA:M</i>)			

Wednesday, August 06 ~ Afternoon

	2:00 PM		3:00 PM	4:00 PM		5:00 PM	6:00 PM
Livonia Smithery	Engraving: Beginning (<i>Metal</i>) (1 hours)		Chasing and Repoussé: Intermediate (<i>Metal</i>)		Tool Making (<i>Metal</i>)		Bead-Making and Flame Work: An Introduction (<i>Glass</i>) (3
Pine Box Traders	Family <i>Kumihimo</i> Basics (<i>Cord</i>)						
Æthelmearc 1							
Æthelmearc 2							
Æthelmearc 3							
Family Point							
Family Point Lounge							
Family Point Courtyard							
Youth University							
Teen University							
Teen Lounge							

Wednesday, August 06 ~ Additional Afternoon Classes

Par/Ch Oth: Children's Water Battle, Fort at 2 PM

Event: Lost and Found Auction, Great Hall at 2 PM, 4 hours

Rsrch: Unveiling the Intimate: Ritual Objects - CCt, Courtesan College - B03 at 2 PM

Ebrdry: Goldwork Embroidery Meet-and-Greet, Fiber Arts Pavillion - Atlantean Royal at 2 PM, 2 hours

Mtg: Æthelmearc Order of Chivalry Meeting, Aethelmaerc Royal Camp at 2 PM

Perf:Reh: *Il Titolo Provvisorio* Dress Rehearsal, Performing Arts at 3 PM

Par/Ch Oth: Children's Water Battle: Clean-Up, Fort at 3 PM

Mrtl: Period Black Powder Firearms: Safety and Handling, Gunnery Point on Mt Eislinn: at 3 PM, 2 hours

Food: *Snacko Invictus*: Sports Nutrition for Combatants, University Battlefield at 3 PM

SCA: Introduction to the Knowne Worlde Courtesans - CCt, Courtesan College - B03 at 3:30 PM, 1.5 hours

Event: "Murder" Crow Party!, Modern Games at 4 PM

Other: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Other: Known World Equestrian Meeting, Aethelmaerc Royal Camp at 4 PM

PA:M: *Chorulus Pennsicus* Rehearsals, Camp Lochmere:

N18 at 4 PM, 1.5 hours

Party: Annual Rose / Consort Happy Hour, Aethelmaerc Fire Pit at 4 PM, 2 hours

Mtg: Æthelmearc Command Meeting, Aethelmaerc Royal Camp at 5 PM

Court: Atlantia Royal Court, Great Hall at 6 PM, 2 hours

Party: 7 Pearls Dinner, Aethelmaerc Royal Camp at 6 PM, 2 hours

Event: Darkyard Tree Ceremony, Runestone at 7 PM, 1.5 hours

Par/Ch Oth: Bedtime Stories for Children, A&S 13 at 7 PM

Court: Ansteorra Royal Court, Ansteorra Royal at 7 PM

Dance:Eur: Ball Set Up, European Dance Tent at 8 PM

Event: Pennsic Grand Masked Ball, European Dance Tent at 9 PM, 3 hours

Sci: Night Sky Over Pennsic, University Point at 9 PM

Thursday, August 07 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1		Deducing a Jewel from Pictures (<i>Jwlry</i>)	Hip to Be Square (<i>Costume</i>)		
A&S 2			I Have Heraldry! Now What? (<i>Hldry</i>)	Netting a Loop-and-Twist Bag (<i>Cord</i>)	
A&S 3			Introduction to Tablet Weaving (<i>Weav</i>)		Romania: Myths, Monsters, Legends (<i>Hist:Eur</i>)
A&S 4			Period Jewelry You Can Make (<i>Jwlry</i>)	Lampwork Glass Bead-Making: Safety and Basic Bead (<i>Glass</i>) (3 hours)	
A&S 5	Teaching Your Equine to Drive (<i>Other</i>)		Feasting Table Manners in 15th-Century England (<i>Food</i>)		
A&S 6					Be as the Bees: Northern Europe (<i>Rsrch</i>) (2 hours)
A&S 7	Hedeby 6-Strand Braid (<i>Cord</i>)				
A&S 8					
A&S 9					Old Norse Pronunciation (<i>PA:B</i>)
A&S 10	Medieval-Style Mustards (<i>Food</i>)		Horn Carving (<i>Crafts</i>)		
A&S 11		Pad Stitching 101 (<i>Costume</i>)			
A&S 12	Creating an Open Daycamp: The Publick House (<i>SCA</i>)	Pennsic on Pennies (<i>Costume</i>)	Magic as a Performing Art (<i>PA:O</i>)	The "P-Word": Confronting Plagiarism in the SCA (<i>Rsrch</i>)	
A&S 13	Make-and-Take Veil Pins and Roman Fibulas (<i>Crafts</i>)		Intro to Falconry (<i>Other</i>)	Asiatic Spinning (<i>Spin</i>)	
Bog U					
University-Battlefield					
Battlefield Loud			Commedia All Stars Rehearsal (<i>Perf:Reh</i>)		
Performing Arts Rehearsal	Youth Instrumental Consort Rehearsal (<i>Perf:Reh</i>)			Children's Choir (<i>PA:M</i>)	Instrumental Music in 15th-Century Florence (<i>PA:M</i>)
Amphitheater	Youth Commedia dell'Arte (<i>PA:C</i>)	Pennsic Youth Theatre (<i>PA:T</i>)			KWP: Shakespeare's Twelfth Night Audition (<i>PA:T</i>) (2 hours)
European Dance Tent		All Ages Revel (<i>Event</i>)		Dance Lunch & Learn: Running Successful Practices (<i>Dance:Eur</i>)	A Fun Threesome: Belfiore (<i>Dance:Eur</i>)
Games		Medieval Minigames (<i>Game</i>)		Games of the Mary Rose Shipwreck (<i>Daldos</i>) (<i>Game</i>)	
Middle Eastern					

Thursday, August 07 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Livonia Smithery		Japanese Stab Bookbinding (<i>Crafts</i>)		Chasing and Repoussé: Beginning (<i>Metal</i>)	Engraving: Beginning (<i>Metal</i>) (1 hours)
Pine Box Traders			Tapestry Frame Weaving Basics (<i>Weav</i>)		
Æthelmearc 1					
Æthelmearc 2					
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University					
Teen University	Tea 101 for Teens: "Tasty History of Tea" (<i>Par/Teen</i>)		Ancient Roman Eyeliner (<i>Psna</i>)	Nickel Flowers and Vines (<i>Illum</i>)	Chain Mail 102 (<i>Crafts</i>)
Teen Lounge					

Thursday, August 07 ~ Additional Morning Classes

Other: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

PA:T: *Everyman* Rehearsals KWP, Performing Arts at 9 AM, 3 hours

Other: Weed Walk, University Point at 9 AM, 2 hours

Glass: Beginner Beadmaking, The Hot Shop merchant row next caravan creations at 9 AM

Psna: Courtesan Persona 101 - CCt, Courtesan College - B03 at 10 AM, 2 hours

Cord: Kumihimo-ya Braiding Workshop, Clan Yama Kaminari (E03) at 10 AM, 2 hours

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Cook: Period Pasta, East Kingdom Royal Kitchen at 10 AM, 2 hours

Par/Ch Oth: Toddler Playgroup, Family Lounge at 10 AM, 2 hours

Crafts: Secret Codes and Hidden Messages, Family Point at 10 AM

Hist:Eur: The Pictish Harp: Myth and History, Touch the Earth at 11 AM

H&S: Yoga for Anyone and Everyone: On Runestone Hill, Runestone at 11 AM

Rsrch: Nalbinding Around the World, Fiber Arts Pavillion - Atlantean Royal at 11 AM

Glass: Beginner Glass Stringers and Twists, The Hot Shop merchant row next caravan creations at 11 AM, 2

hours

Crafts: Build Your Own Catapult and Target, Family Point at 11 AM

Perf:Reh: Known World Choirs Recording and Rehearsal, Performing Arts at 12 PM, 2 hours

Comb:Y: Youth Combat Castle Battle, Fort at 12 PM, 3 hours

Crafts: Nalbinding Consultations, Fiber Arts Pavillion - Atlantean Royal at 12 PM

Par/Ch Crft: End of War Craft Time: Use it Up!, Family Point at 1 PM, 3 hours

Glass: Beginner Dots, The Hot Shop merchant row next caravan creations at 1 PM, 2 hours

PA:M: Tuning and Temperament in 14-16th Century Europe, Touch the Earth at 1 PM

Par/Ch Crft: Preschool Playgroup, Family Lounge at 1 PM, 2 hours

Costume: Saree, Not Sorry: Conquer the 8 and 9 Yard Saree, Runestone at 1 PM

Cook: Frying Pan Bread and Pastries, East Kingdom Royal Kitchen at 1:30 PM, 2 hours

Thursday, August 07 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1					
A&S 2	Plantago Major: The Mother Plant (<i>Sci</i>)	A Stranger in a Strange Land (<i>Psna</i>)			
A&S 3					
A&S 4	Lampwork Glass Bead-Making: Safety and Basic Bead (<i>Glass</i>) (3 hours)				
A&S 5	Blacksmithing Roundtable Q&A (<i>Metal</i>)				
A&S 6	Be as the Bees: Northern Europe (<i>Rsrch</i>) (2 hours)				
A&S 7					
A&S 8					
A&S 9		Bardic Symposium #4: Challenge Yourself (<i>PA:B</i>)			
A&S 10	East Kingdom Brewers' Panels (<i>Food</i>)				
A&S 11	East Kingdom Brewers' Roundtable (<i>Food</i>)				
A&S 12	Keys to Success for Project Promenade (<i>Costume</i>)		Webminister Meet-and-Greet / Social (<i>SCA</i>)	Viking Age Textile Tools: Archeological Evidence (<i>Rsrch</i>)	
A&S 13	Experimental Archaeology (<i>Rsrch</i>)				
Bog U					
University-Battlefield					
Battlefield Loud					
Performing Arts Rehearsal	Playing 15th-Century Florentine Instrumental Music (<i>PA:M</i>)				
Amphitheater	KWP: Shakespeare's Twelfth Night Audition (<i>PA:T</i>) (2 hours)				
European Dance Tent	Beginner Dance: Burgundian (<i>Dance:Eur</i>)	A Few More Bransles (<i>Dance:Eur</i>)	Dances from Inns of Court (<i>Dance:Eur</i>)	Meet-the-Dance-Faculty Social (<i>Dance:Eur</i>)	Known World Dance and Music: Open Planning Group (<i>Dance:Eur</i>)
Games	Nard to Backgammon (<i>Game</i>)				
Middle Eastern					

Thursday, August 07 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Livonia Smithery	Engraving: Beginning (<i>Metal</i>) (1 hours)	Engraving: Intermediate (<i>Metal</i>)			Bead-Making and Flame Work: An Introduction (<i>Glass</i>) (3 hours)
Pine Box Traders	Loom-Woven Pouch (<i>Weav</i>)				
Æthelmearc 1					
Æthelmearc 2					
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University					
Teen University		Roman Jewelry for Teens (<i>Jwlr</i>)			
Teen Lounge					

Thursday, August 07 ~ Additional Afternoon Classes

Perf:Reh: *Commedia* All Stars **Dress Rehearsal On Stage** ., Performing Arts at 2 PM, 2 hours

Party: Clan Blue Feather Encampment Party, Clan Blue Feather E12 at 9 PM, 4 hours

Party: Knowne Worlde Courtesans' Social - CCt, Courtesan College - B03 at 3 PM, 2 hours

Event: Farewell Ball, European Dance Tent at 9 PM, 2 hours

Glass: Beginner Bead Shapes, The Hot Shop merchant row next caravan creations at 3 PM, 2 hours

Ebrdry: *Shyrdak* Open Workshop, Black Mountain, Booth 86 at 3 PM, 2 hours

Scribal Arts: *Tempera Grassa* (Fat Tempera), Guild Mirandola at 3 PM, 2 hours

Other: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Spin: Retrieving Retted Flax at Pennsic, Fiber Arts Pavillion - Atlantean Royal at 4 PM

Mtg: Æthelmearc Command Meeting, Aethelmaerc Royal Camp at 5 PM

Court: Rhydderich Hael Baronial Social and Court, Aethelmaerc Fire Pit at 5 PM, 2 hours

Court: Trimaris Royal Court, Trimaris Royal at 6 PM

Dance:**Eur:** Ball Set Up, European Dance Tent at 7 PM

Par/Ch Oth: Bedtime Stories for Children, A&S 13 at 7 PM

Court: Middle Kingdom Royal Court, Great Hall at 7 PM, 2 hours

PA:B: Taberna Diana, Performing Arts at 8 PM, 1.5 hours

CALLIGRAPHY

Iki : Composing Japanese Official Texts

far eastern, history, court heraldry, calligraphy, scribal arts, diplomata, scroll texts, heirarchy, titles, awards, names, onomastics

Solveig Þrándardóttir Aethelmearc 1 hour
Fri Aug 1 12:00 PM - 13:00 Aethelmearc 1
Handouts Limit 20 \$2.00

An introduction to Japanese diplomata along with the methods by which they are attested and delivered. The structure of Japanese official documents and correspondence is rather different from the textual style in Society documents, letters, and public announcements. We start with an overview of the who, what, when, where, why, and how of Japanese official documents. This class introduces Japanese epistolatory style and the structures commonly found in official documents beginning with the Heian period. This class will also introduce a few Japanese words which might appear as the header for an official document as well as several stylistic features of official Japanese writing both in Japanese and in English.

Shji : Japanese Calligraphy Workshop

calligraphy, far eastern, japanese, chinese
Solveig Þrándardóttir Aethelmearc 2 hours
Fri Aug 1 1:00 PM - 15:00 Aethelmearc 1
Handouts Limit 20 \$2.00
Materials Limit 10 \$3.00 Covers production cost of the handout. I have been advised to include a handout for this class. Cost of paper and ink both of which are specialized and imported directly from Japan.

A hands-on introduction to designing and executing Japanese official documents. The class handout introduces historical character styles and how documents were attested. We will also briefly discuss paper and East Asian calligraphy tools. The bulk of the class will consist of a hands-on calligraphy class similar to those held in Tokyo. Please bring large bamboo writing brushes, ink stones, paper weights, and hanshi - size felt mats if you have them. There will be limited loaner supplies of all of these available at class. Paper and ink are included in the class materials fee. New five-character copy sheets of Zen sayings will be available to returning participants.

A Signature for Your (European) Persona

calligraphy, beginner
THL Ceindrech verch Elidir Aethelmearc 1 hour
Thu Jul 31 4:00 PM - 17:00 Aethelmearc 1
Sun Aug 3 10:00 AM - 11:00 Aethelmearc 2
Handouts Limit 20
Materials Limit 20

Most calligraphy looks much harder than it is. Underneath most scripts are only a few basic strokes. Come pick a script that's appropriate to your persona and learn the basics to create a signature all your own. Beginner calligraphy; no neat handwriting or artistic skill required; Latin alphabet only.

Ask a Scribe

beginner, calligraphy, illumination, meeting
Mistress Liadhain Aethelmearc 1 hour
Wed Jul 30 3:00 PM - 16:00 Aethelmearc 2
Sat Aug 2 2:00 PM - 15:00 Aethelmearc 1
Sun Aug 3 12:00 PM - 13:00 Aethelmearc 1
Mon Aug 4 10:00 AM - 11:00 Aethelmearc 1
Tue Aug 5 9:00 AM - 10:00 Aethelmearc 1
Wed Aug 6 1:00 PM - 14:00 Aethelmearc 2
These are informal drop-in classes for any scribe who's looking for advice, guidance, or help with any aspect of calligraphy and/or illumination. Several different experienced scribes will be hosting these sessions during Peace Week and War Week.

Gothic Calligraphy in Three Strokes

calligraphy
THL Ceindrech verch Elidir Aethelmearc 1 hour
Tue Jul 29 9:00 AM - 10:00 Aethelmearc 2
Handouts Limit 20
Materials Limit 20
Just made your first illumination? Messy handwriting? Come learn a simple first calligraphy hand. Gothic might

look fancy, but underneath it is only three basic strokes. Beginner calligraphy, no neat handwriting or artistic skill required.

COMBAT: ARCHERY

Archery Champions' Practice

archery
Lord Casimir Sarkastyczny East 2 hours
Sat Aug 2 5:00 PM - 19:00 Archery Field
Sun Aug 3 5:00 PM - 19:00 Archery Field
Mon Aug 4 5:00 PM - 19:00 Archery Field

Everyone who wishes to try out for the Archery Champions' teams is welcome and encouraged to attend. Yes, you are good enough to try out!

Archery Champions' Shoot

archery
Lord Casimir Sarkastyczny East 4 hours
Tue Aug 5 10:00 AM - 14:00 Archery Field

Archery Champions will shoot as a team for points. Tourney starts at 9 am.

Archery Marshal and MIT Orientation

Lord Casimir Sarkastyczny East 1 hour
Mon Jul 28 12:30 PM - 13:30 Archery Marshalls Tent
Wed Jul 30 10:00 AM - 11:00 Archery Marshalls Tent
Fri Aug 1 3:00 PM - 16:00 Archery Marshalls Tent
Mon Aug 4 10:00 AM - 11:00 Archery Marshalls Tent
All Archery Marshals are required to attend one orientation meeting. This meeting is to explain Pennsic specific rules, the ranges, and scoring.

Archery Marshal and MIT Orientation

archery, marshal, meeting
Lord Casimir Sarkastyczny East 1 hour
Sun Aug 3 12:00 PM - 13:00 Archery Marshalls Tent
All Archery Marshals are required to attend just one orientation meeting. This meeting is to explain Pennsic specific rules, the ranges, and scoring. You're welcome to bring MITs and attend as often as you want. We want you to learn the scoring system to make getting the totals faster, easier and more accurate.

Archery Populace War Point Shoot

archery, war points
Lord Casimir Sarkastyczny East 6 hours
Sun Aug 3 11:00 AM - 17:00 Archery Field
Mon Aug 4 11:00 AM - 17:00 Archery Field
Wed Aug 6 11:00 AM - 17:00 Archery Field
Thu Aug 7 11:00 AM - 17:00 Archery Field

Format: The Pennsic Populace Archery War Point consists of three separate shoots. Each shoot is worth 1 War Point for a total of 4 War Points. The winner of each shoot is determined by total number of points tallied by archers over the course of the War. Scores will be tallied each day and posted in the Marshals' Tent. Any member of the populace may participate.

Multiple individuals may share a bow; however, it must be inspected with each user to ensure safety. Description: There are 4 parts to the populace shoot.

Castle Clout Shoot (1 War Point): The target is a simulated castle turret. Archers will be shooting at about 100 yards into a square of approximately 27 feet by 27 feet giving an approximate area of 729 square feet. There will be a moat monster protecting the castle in front at about 50 yards. This is an untimed shoot; archers are allowed 6 arrows or bolts. Scoring for this shoot is as follows:

- 1 point for inside the moat.
- 2 points for hitting the moat monster.
- 3 points for inside the castle.
- 4 points for hitting objects inside the castle.

Soldier Shoot (1 War Point): The archers will shoot 6 arrows or bolts, untimed, at the soldiers that are invading. These targets will be set at approximately 15 yards, 35 yards, 45 yards, and 55 yards. Any arrow or bolt hitting the painted portion of the target scores as follows:

- 1 point for the 15-yard target.
- 2 points for the 35-yard target.
- 3 points for the 45-yard target.
- 4 points for the 55-yard target.

Castle Window Shoot (1 War Point): Archers will shoot 6 arrows or bolts, untimed, at a castle window located

between 25 and 35 yards. The castle window will be at least 8 inches wide and 36 inches tall. There will be an object inside the castle window. Scoring will be as follows: 1 point for each arrow or bolt inside the castle window, 2 points for each arrow or bolt inside the object in the castle window.

*Friend/Foe Shoot (1 War Point) Archers will shoot 6 arrows or bolts, untimed, at a Friend/Foe target located between 25 and 35 yards.

Scoring will be as follows: 2 points for each arrow or bolt hits the Foe, -1 points for each arrow or bolt that hits the Friend.

Archery Populace War Point Shoot

archery
Lord Casimir Sarkastyczny East 4 hours
Fri Aug 8 9:00 AM - 13:00 Archery Field

Format: The Pennsic Populace Archery War Point consists of four separate shoots. Each shoot is worth 1 War Point for a total of 4 War Points. The winner of each shoot is determined by total number of points tallied by archers over the course of the War. Scores will be tallied each day and posted in the Marshals' Tent. Any member of the populace may participate.

Multiple individuals may share a bow; however, it must be inspected with each user to ensure safety. Description: There are 4 parts to the populace shoot.

Castle Clout Shoot (1 War Point): The target is a simulated castle turret. Archers will be shooting at about 100 yards into a square of approximately 27 feet by 27 feet giving an approximate area of 729 square feet. There will be a moat monster protecting the castle in front at about 50 yards. This is an untimed shoot; archers are allowed 6 arrows or bolts. Scoring for this shoot is as follows:

- 1 point for inside the moat.
- 2 points for hitting the moat monster.
- 3 points for inside the castle.
- 4 points for hitting objects inside the castle.

Soldier Shoot (1 War Point): The archers will shoot 6 arrows or bolts, untimed, at the soldiers that are invading. These targets will be set at approximately 15 yards, 35 yards, 45 yards, and 55 yards. Any arrow or bolt hitting the painted portion of the target scores as follows:

- 1 point for the 15-yard target.
- 2 points for the 35-yard target.
- 3 points for the 45-yard target.
- 4 points for the 55-yard target.

Castle Window Shoot (1 War Point): Archers will shoot 6 arrows or bolts, untimed, at a castle window located between 25 and 35 yards. The castle window will be at least 8 inches wide and 36 inches tall. There will be an object inside the castle window. Scoring will be as follows: 1 point for each arrow or bolt inside the castle window, 2 points for each arrow or bolt inside the object in the castle window.

Friend/Foe Shoot (1 War Point) Archers will shoot 6 arrows or bolts, untimed, at a Friend/Foe target located between 25 and 35 yards.

Scoring will be as follows: 2 points for each arrow or bolt hits the Foe, -1 points for each arrow or bolt that hits the Friend.

Archery Populace War Point Shoot

archery
Lord Casimir Sarkastyczny East 3 hours
Tue Aug 5 2:00 PM - 17:00 Archery Field

Format: The Pennsic Populace Archery War Point consists of three separate shoots. Each shoot is worth 1 War Point for a total of 4 War Points. The winner of each shoot is determined by total number of points tallied by archers over the course of the War. Scores will be tallied each day and posted in the Marshals' Tent. Any member of the populace may participate.

Multiple individuals may share a bow; however, it must be inspected with each user to ensure safety. Description: There are 4 parts to the populace shoot.

Castle Clout Shoot (1 War Point): The target is a simulated castle turret. Archers will be shooting at about 100 yards into a square of approximately 27 feet by 27 feet giving an approximate area of 729 square feet. There will be a moat monster protecting the castle in front at about 50 yards. This is an untimed shoot; archers are allowed 6 arrows or bolts. Scoring for this

shoot is as follows:
1 point for inside the moat.
2 points for hitting the moat monster.
3 points for inside the castle.
4 points for hitting objects inside the castle.
Soldier Shoot (1 War Point): The archers will shoot 6 arrows or bolts, untimed, at the soldiers that are invading. These targets will be set at approximately 15 yards, 35 yards, 45 yards, and 55 yards. Any arrow or bolt hitting the painted portion of the target scores as follows:
1 point for the 15-yard target.
2 points for the 35-yard target.
3 points for the 45-yard target.
4 points for the 55-yard target.
Castle Window Shoot (1 War Point): Archers will shoot 6 arrows or bolts, untimed, at a castle window located between 25 and 35 yards. The castle window will be at least 8 inches wide and 36 inches tall. There will be an object inside the castle window. Scoring will be as follows: 1 point for each arrow or bolt inside the castle window, 2 points for each arrow or bolt inside the object in the castle window.
Friend/Foe Shoot (1 War Point) Archers will shoot 6 arrows or bolts, untimed, at a Friend/Foe target located between 25 and 35 yards.
Scoring will be as follows: 2 points for each arrow or bolt hits the Foe, -1 points for each arrow or bolt that hits the Friend.

Archery Practice Range Break Down
Lord Casimir Sarkastyczny East 2 hours
Thu Aug 7 3:00 PM - 17:00 Blue Archery Field
Help us get a head start on the full range breakdown. We are still shooting war points on Friday!

Archery Range Set-Up
archery
Lord Casimir Sarkastyczny East 3 hours
Mon Jul 28 9:30 AM - 12:30 Archery Field
Many hands make light work. Come out to help set up the Archery Range. You do **not** need to be a marshal to help; we welcome one and all.

Archery Range Strike
archery
Lord Casimir Sarkastyczny East 3 hours
Fri Aug 8 1:00 PM - 16:00 Archery Field
Many hands make light work. You do **not** need to be a marshal to help; all are welcome. Snacks provided.

Archery: Casimir's Clout Contemplation
archery, clout
Lord Casimir Sarkastyczny East 2 hours
Tue Jul 29 9:00 AM - 11:00 White Archery Field
Wed Jul 30 9:00 AM - 11:00 White Archery Field
Join Casimir for an early morning practice on the clout.

Archery: Heroic Head-to-Head War Point Shoot
war point, target archery, shoot-off
Lord Aloysius Sartore East 2 hours
Sun Aug 3 9:00 AM - 11:00 Blue Archery Field
Nine targets on target butts downrange. Equal but varying unknown ranges between 20 and 35 yards on either side of the center target. Four outer targets on each side will be matched ranges for both sides. Center target will be unique color and at different range than any other target. No target will be larger than the red ring on the 60cm standard target.
Shooters will have 60 seconds to shoot a maximum of 8 shots. Whoever hits all four of their side's targets, in any order, and the center target first in those 60 seconds wins. If neither shooter hits all five in the time allotted the archer that has hit the most of their targets wins. If both shooters are tied, they get 10 additional seconds and two additional shots.

Archery: Opening Round
Lord Casimir Sarkastyczny East 1.5 hours
Mon Jul 28 2:00 PM - 15:30 Blue Archery Field
Archery Practice on the practice range. We just finished setting up the range, so let's shoot off some rounds.

Baroness's Bauble Bonanza
HE Nessa von Metten Midrealm 1 hour
Thu Jul 31 9:00 AM - 10:00 Gold Archery Field
The Baroness has lost the Baubles on her Coronet, can you help her collect them? Come join The Baroness for a fun kids' shoot, where everyone gets to shoot and no one leaves empty-handed.

Combat Archery Tactics from *The Senryaku*
sca combat, far eastern, combat archery
Master Morien MacBain Aethelmearc 1.5 hours
Fri Aug 1 1:00 PM - 14:30 A&S 7
An introduction to the 36 strategies of *The Senryaku* with plenty of applications for the Scadian Combat Archer.

Handbow Coaching: Beginner Through Intermediate
archery
Lord Casimir Sarkastyczny East 2 hours
Wed Jul 30 9:00 AM - 11:00 Blue Archery Field
Thu Jul 31 9:00 AM - 11:00 Blue Archery Field
Handbow coaching: beginner through intermediate. Taught by Master Peter the Red, Companion of the Sagittarius, Grandmaster Bowman. Up your shooting with Peter!

Intercollegiate Tournament: Target Archery
Noble Woad of Red Spears No Kingdom 2 hours
Wed Aug 6 12:00 PM - 14:00 Blue Archery Field
Come join the SCA college network in the first ever intercollegiate/interkingdom tournament! In order to participate one must be a member of a college group or up to 1 year alumnus of said group. Others are welcome to help marshal and cheer on the fighters.

Known World Baronial Archery Champions' Tourney
archery
Banarla Albhiliin ni Dhomhnaill Midrealm 2 hours
Sun Aug 3 12:00 PM - 14:00 Blue Archery Field
Calling all baronial archery champions to join us for our Ninth Annual Known World Baronial Archery Champions' Shoot-Off. This is a friendly competition among all current baronial archery champions (youth and adult) as well as for Shire, Canton, Riding, and Marche champions. Barons/Baronesses (or group Seneschal if not a barony) are requested to come join, as well. No pre-registration is required.

KW Baronial Archery Shoot Set-up
archery, volunteer, setup
Lord Casimir Sarkastyczny East 1 hour
Sun Aug 3 11:00 AM - 12:00 Blue Archery Field
Set up the range for the baronial archery champions' shoot.

Peace Week Archery Practice
archery
Lord Casimir Sarkastyczny East 4 hours
Wed Jul 30 11:00 AM - 15:00 Archery Field
Thu Jul 31 11:00 AM - 15:00 Archery Field
Fri Aug 1 11:00 AM - 15:00 Archery Field
Warm up, practice shoot, and have fun on the archery range: Peace Week, Wednesday through Friday.

Pennsic Flight Shoot
Bagsh Naran Numuchi Atlantia 2 hours
Fri Aug 1 9:00 AM - 11:00 Archery Field
Pennsic Flight Shoot: prizes for period handbow, open/period crossbow, open handbow.

Testosterone-Free Toxophilites
HE Nessa von Metten Midrealm 2 hours
Thu Aug 7 9:30 AM - 11:30 Blue Archery Field
Come all bowwomen, archeresses, and huntresses alike - present yourself to the range and enjoy a shoot with the ladies. Open to females/female-presenting persons.

The Shot of Odysseus. Testing the Odyssey Account.
bronze age, epic, greek, archery
Glaukos the Athenian Atlantia 2 hours
Mon Aug 4 3:00 PM - 17:00 Blue Archery Field
This class is a practicum/experiment/contest based on the famous scene of the Odyssey where Odysseus

shoots an arrow "through 12 Axes". It is a companion to the forensic analysis of the shot conducted by the instructor, and it means to allow different archers to test themselves against Odysseus and evaluate how feasible the account in the Odyssey appears when tested in a real-life environment. The class is for archers of all levels of expertise, and it involves a number of shots through two different sets of obstacles, one made of rope rings, for purely ballistics testing and the other composed of 12 replica Mycenaean "axes" made of foam and aligned in the arrangements possible with axes of the type.
Archers must bring their own bows and arrows, which must be passed by an archery marshal. Minors may participate if escorted by a responsible adult.

Thumb-Ring Archery
Bagsh Naran Numuchi Atlantia 1.5 hours
Fri Aug 1 11:00 AM - 12:30 Gold Archery Field
Mon Aug 4 10:00 AM - 11:30 Gold Archery Field
Wed Aug 6 10:00 AM - 11:30 Gold Archery Field
Learn how to size and fit a ring to your thumb, the mechanics of the draw, and release. Naran Bagsh has been studying Mongol and Turkish Archery for over 25 years, and received his Laurel in part for those studies. You will need a bow with no shelf that will accommodate a draw at least 3" longer than your current draw length, and arrows longer than that. Loaner rings will be provided.

Ullr's Games: A Known World Archery Challenge
archery
Lord Casimir Sarkastyczny East 6 hours
Sat Aug 2 10:00 AM - 16:00 Archery Field
Novelty shoot for 4 to 8 archers. **Must** bring your own marshal who can shoot with the group. Prizes for top finishers for each RR ranking.

War Week Archery Practice
archery
Lord Casimir Sarkastyczny East 2 hours
Mon Aug 4 9:00 AM - 11:00 Archery Field
Wed Aug 6 9:00 AM - 11:00 Archery Field
Thu Aug 7 9:00 AM - 11:00 Archery Field
Warm up, practice shoot, and have fun on the Archery Range.

War Week Archery Practice
archery
Lord Casimir Sarkastyczny East 2 hours
Sun Aug 3 9:00 AM - 11:00 Archery Field
Warm up, practice shoot, and have fun on the Archery Range. Clout will not be available until 11 am.

COMBAT: HEAVY

Kamikaze Battle
heavy weapons
Benjamin Black von Mosta East 2 hours
Sat Aug 2 1:00 PM - 15:00 Fort
The largest non-War Point battle of Pennsic! Two-hour unlimited resurrection battle. No War Points, no prizes, just fighting.

Battle of the Rising Sun
Yamagata Tokimune Ealdormere 2 hours
Wed Aug 6 3:00 PM - 17:00 Armored List Red
Battle of the Rising Sun: speak your name, select your challenger, and combat till only one remains.

Coaches' Corner Fight Practice
Earl Sir Baron Louis LeCoffrier Midrealm 4 hours
Tue Jul 29 12:00 PM - 16:00 Armored List
Wed Jul 30 12:00 PM - 16:00 Armored List
Thu Jul 31 12:00 PM - 16:00 Armored List
Fri Aug 1 12:00 PM - 16:00 Armored List
Coaches Corner pick-up and training time. This is aimed at anyone that wants to practice, learn or teach or just looking for sparring time with friends across the Known World. We will bring some ladders for drills, etc. This is open to everyone. Please join us and come have some fun.
For detailed class schedule see Facebook group SCA Coaches Corner - Discussion Group.

Combat of the Thirty

heavy weapons, european
Duke Maynard von dem Steine Aethelmearc 2 hours
Sun Aug 3 6:00 PM - 20:00 Battlefield North
This is a 14th-century, 30-versus-30 deed of arms inspired by the original Combat of the Thirty between French and English forces that occurred in 1351. Combat standards are a modified counted-blow scenario that employs rules for capturing opponents and ransoming of captured parties. Participants must be acceptable to the captains of the French and English forces. You do not have to be invited to participate but your armor and weapons must meet the requirements of the tournament. Armor must be a reasonable attempt at a complete 14th-century harness. Weapons are restricted to ones that closely resemble their medieval counterparts. Final say on weapons and appropriate harness will be at the sole discretion of the captains.
Requirements: All participants must wear a 14th-century kit. Greaves are required and all are encouraged to wear chausses and braies. All weapons must closely resemble their medieval counterpart and are restricted to bastard swords, pole-arms of period design (axes, hammers, etc.), spears under 6 feet, daggers and single-handed swords. All participants should be prepared to pay a ransom that they feel is appropriate to their station in the event that they are "captured" during this deed of arms. Rules of combat will be explained to all combatants before the battle begins.

Creative Practice: Armor Combat, Archer, Rapier
combat archery, heavy armor, rapier combatant, thrown weapons, newcomers
Lady Cillene O Caollaidhe East 1 hour
Sun Aug 3 3:00 PM - 16:00 A&S 6
Mon Aug 4 4:00 PM - 17:00 A&S 6
Creative Practice for Armor Combat, Archer, Rapier, Thrown Practice (main focused on heavy armor).
Are you looking for ways to infuse some excitement into your armor/rapier combat practice? Join us at the Pennsic War event for a dynamic and engaging class where we'll explore creative alternative approaches to make your training sessions more fun and less monotonous. This open discussion will offer fresh ideas and unexpected techniques, like practicing strictly from your knees or incorporating timed drills into your routine. Whether you're into Rapier, Heavy, Thrown, or Archery, you'll find valuable insights to rejuvenate your practice. Let's make training enjoyable and fulfilling, because we do this for the joy of it!
Dates: Sunday, 3 pm and Monday, 4 pm.

Duke Hunt (Siege)

sca siege, games
Brehyres Gwendolyn the Graceful Aethelmearc 3 hours
Wed Aug 6 3:00 PM - 18:00 Battlefield
Are you interested in Siege? Come learn in a fun arcade target shooting game! Come experience the fun of shooting siege with an experienced crew and live targets, including Royal Peers. Remember the game "Duck Hunt"? Like that...but with Dukes!
Adults Only! Heavy combat but no armor required; kids must be accompanied by adults.

Dwarves vs. Giants

heavy weapons
Master Cariadoc West 2 hours
Wed Aug 6 3:00 PM - 17:00 Armored List Blue
This is a series of combats, mêlées, and insults between fighters five and a half feet and under and fighters six and a quarter feet and over.

Heavy Weapons Graybeard Tournament

heavy weapons
Master Nyilas Kazmer Midrealm 3 hours
Wed Aug 6 12:00 PM - 15:00 Armored List
Open to heavy weapons authorized fighters age 50 years and above. Over 60 and over 70 divisions may be formed depending on the turnout. Format is pooled round-robin but may vary based on number of entrants. Sponsored by the Kingdom of Æthelmearc.

Intercollegiate Tournmant: Armored
Noble Woad of Red Spears No Kingdom 2 hours
Mon Aug 4 1:00 PM - 15:00 Armored List
Come join the SCA college network in the first ever intercollegiate/interkingdom tournament! In order to participate one must be a member of a college group or up to 1 year alumnus of said group. Others are welcome to help marshal and cheer on the fighters.

Known World Novice Tournament

Fearghus Mac Cailin East 3 hours
Sat Aug 2 10:00 AM - 13:00 Armored List Blue
Novice tournament returns! All heavy list combatants within two years their initial authorization are welcome to compete!

Siege 101

combat siege, sca siege
THL Chebe Aethelmearc 1 hour
Sat Aug 2 12:00 PM - 13:00 Inspection Point
This is the classroom part of siege authorizations. Going over the rules and engines, hands-on to follow immediately after class. Class takes place at the siege tent (next to heavy inspections) on the battlefield.

Siege Inspection

Scheduler Battlefield Max Midrealm 4 hours
Fri Aug 1 1:00 PM - 17:00 Inspection Point
Sat Aug 2 1:00 PM - 17:00 Inspection Point
Sun Aug 3 1:00 PM - 17:00 Inspection Point
Siege Inspection for engines and munitions. Crews are advised to come early. Siege Marshal Training will be offered on Friday and Saturday in the same time block. No siege marshal training on Sunday.

Tarl's Little Polearm Tourney 17

heavy weapons
Master/Syr Tarl Aethelmearc 4 hours
Thu Aug 7 3:00 PM - 19:00 Armored List
Welcome to year 17! Once again those who love The One True Weapons Form will meet in joyful violence! The Tourney will be fought in a bear-pit format, with two 45-minute sessions with a short break in between. The Tourney is open to all authorized adult fighters of any skill level, using any polearm allowed by Pennsic rules. Bring your polearm, or polearms, your sense of fun and adventure and come and play with us once again. Tourney will start at 1 pm. **Age 18+**. This year we are running a fundraiser to help a Shire member pay for cancer treatment. If you can, think about bringing a couple of dollars to help out.
Adults Only! This is a heavy weapons tournament.

COMBAT: RAPIER

Études 2 and 3 for Single Sword (Fencing)
rapier
Master Cyrus Augur Aethelmearc 1 hour
Tue Jul 29 8:00 AM - 09:00 Rapier Field
Wed Jul 30 8:00 AM - 09:00 Rapier Field
Thu Jul 31 8:00 AM - 09:00 Rapier Field
Fri Aug 1 8:00 AM - 09:00 Rapier Field
Mon Aug 4 8:00 AM - 09:00 Rapier Field
Tue Aug 5 8:00 AM - 09:00 Rapier Field
Wed Aug 6 8:00 AM - 09:00 Rapier Field
Thu Aug 7 8:00 AM - 09:00 Rapier Field

For beginner and intermediate fencers and those who teach them. These drills will focus on form, balance, movement and coordination. *Étude 2* is thrust-centric. *Étude 3* adds diversity of cuts. Emphasis will be on learning the *études* for home drill, as well as taking elements out of the drill for more focused work in groups.

I.33 Tournament
tournament
LANDGRAF DRUSILUS VON OBERBESSENACH Aethelmearc 1 hour
Sun Aug 3 3:00 PM - 16:00 Rapier List 3
Bring your 14th-C swords and bucklers for an I.33 - themed tournament. We will have some swords and bucklers available for loan for the tournament. There will be a prize for the winner and for the fighter who is voted to follow the spirit of the manual most closely. **Adult**

only.
Adults Only! rapier tournament

13th Annual Rapier Poker Tournament

rapier, bearpit, prize, tournament
Master Ælfwine Pyttel Midrealm 3 hours
Fri Aug 1 10:00 AM - 13:00 Rapier Field
This is a bear-pit style format where the loser of the bout stays to fight the next fencer. Fencers stay until they have won or have 3 deaths. Double kills count towards the number of deaths. Fencers leaving the field, whether they won or lost, shall receive a poker card and shall keep up to 7 cards. The winner of the tournament shall be determined by the best poker hand of 5 cards. This format will be run twice to determine two winners. There will also be a volunteer winner chosen at random from the marshals that help assist in running the tournament. You could win by playing or by volunteering!

Æ's Women and Gender Minorities' Rapier Tourney

rapier
Maestra Illadore de Bedegrayne Aethelmearc 2 hours
Thu Aug 7 10:00 AM - 12:00 Rapier Field
Formerly Ladies' Rapier Tourney, sponsored by the Kingdom of Æthelmearc. All women, non-binary, and gender minorities are welcome at our tourney. Format to be determined depending on size but lots of fighting.

Æthelmearc Rapier Novice Tourney

rapier
Master Po Silvertop the Rogue Aethelmearc 2 hours
Wed Aug 6 3:00 PM - 17:00 Rapier Field
Open to any authorized rapier combatant with fewer than three years from their first rapier authorization, who has never received an award at the Kingdom level for rapier prowess, and who has never won a rapier tourney at a published SCA event. The tourney will be run as a multiple-bearpit tourney. Prizes will be awarded.
Note: This tournament will take place on the main rapier field.

Ansteorra Rapier Tournament

court, royals, rapier, tournament
Royal Liaison Duchess Siobhan No Kingdom 3 hours
Wed Aug 6 10:00 AM - 13:00 Rapier Field
Ansteorra Rapier Tournament: Wednesday, August 6th, 2025, 10 am to 1 pm, Rapier Field.

Atlantian Five Person Rapier Tournament

rapier, melee
Maestra Nicolosa de Misura Atlantia 2 hours
Mon Aug 4 10:00 AM - 12:00 Rapier Field
Join the rapier community for our annual Five Person Rapier Tournament, the pinnacle of small group rapier fighting and strategy. The event will be conducted under Atlantian mêlée rules (which will be explained at the event). Maximum of two Masters of Defense allowed per team.

Battle for La Rochelle

Master Gwynneth verch Ieuan Midrealm 3 hours
Sat Aug 2 9:00 AM - 12:00 Fort
The defenders of La Rochelle *will* die! The only question is *when* ? Join us at the Fort to find out. Heavy rapier and rubber band gun mêlée. Attackers will have unlimited resurrections, defenders will have limited resurrections. RBG cannon are welcome. No archery, please. Pennsic standard rules for rapier apply. Don't have a heavy rapier? Bring a dagger or two. Bring a friend or 20. The more the merrier. Don't like to fight mêlée? Come and get close to the action and help marshal the battle. Please muster *at the Fort* half an hour before the start time, especially if you want to fight with a particular group.

Beginning Fabris' Scienza d'Arme

rapier, european, 16th-century italian, martial arts
Maister Brendan Firebow East 1 hour
Tue Aug 5 10:00 AM - 11:00 Rapier List 3
Handouts Limit 15
Introduction to Salvatore Fabris' treatise on rapier combat, *Scienza d'Arme* , and the Italian school of rapier. Rapier and mask required.

We will go over the basics of his teachings, to include stance, movement, attack and defense, plus basic concepts.

Best of the Known World Rapier Tournament

#rapier, #tournament

Lord Julius Gautieri Aethelmearc 2 hours
Thu Aug 7 3:00 PM - 17:00 Rapier Field

A tournament for any and all rapier fighters, across the whole Known World who have been gifted a grant-level award or higher by their kingdom. Included, but not limited to, are the Order of the White Scarf, the Order of the Golden Rapier, the Company of the Bronze Ring, the Order of Thorbjorn's Hammer, the Order of the Blade, the Order of the Queen's Blade, and, of course, the Order of Defense. Those who come will be competing for honor, glory, and to be recognized, for one full year, as the best rapier fighter within the Known World!

By-the-Book Historical Fencing Tournament

rapier, multiple cultures

Master Orlando Sforza East 2 hours
Wed Aug 6 10:00 AM - 12:00 Rapier List 3

A historical fencing tourney: Memorize your Marozzo, review your Ridolfo and study your Saviolo, for the Third Annual Tournament where book worms can be winners! Period fencing forms and period dress as seen in the manuals will bring you success. As always, lavish prizes will be bestowed upon the competitor with the most wins, the best dressed, and the one who best adheres to the style of a given master. Sponsored by the Barony of Settmour Swamp.

Company of Saint Jude C&T Sword Tourney

cut and thrust

Finn O'Connor Midrealm 1 hour
Thu Aug 7 3:00 PM - 16:00 Rapier List 3

Do you enjoy Cut & Thrust? Do you enjoy Cut & Thrust-only tournaments? The Company of Saint Jude is hosting a Cut & Thrust-only pole weapons tournament just for you! Bring your sword with maximum 38" blade length with minimum 1" wide at the *ricasso* and enjoy this tournament with other like-minded people.

Company of Saint Jude C&T 2-Handed Sword Tourney

cut and thrust

Finn O'Connor Midrealm 1 hour
Tue Aug 5 4:00 PM - 17:00 Rapier List 3

Do you enjoy Cut & Thrust? Do you enjoy Cut & Thrust-only tournaments? The Company of Saint Jude is hosting a Cut & Thrust-only 2-handed sword tournament just for you! Bring your 2-handed sword or long sword and enjoy this tournament with other likeminded people.

Company of Saint Jude C&T Pole Weapon Tourney

cut and thrust

Finn O'Connor Midrealm 1 hour
Mon Aug 4 3:00 PM - 16:00 Rapier List 3

Do you enjoy Cut & Thrust? Do you enjoy Cut & Thrust-only tournaments? The Company of Saint Jude is hosting a Cut & Thrust-only pole weapons tournament just for you! Bring your rapier spears or your non-metal pole experiment weapon and enjoy this tournament with other like-minded people.

Company of Saint Jude C&T Rapier Tourney

cut and thrust

Finn O'Connor Midrealm 1 hour
Wed Aug 6 3:00 PM - 16:00 Rapier List 3

Do you enjoy Cut & Thrust? Do you enjoy Cut & Thrust-only tournaments? The Company of Saint Jude is hosting a Cut & Thrust rapier tournament just for you! Bring your rapier and enjoy this tournament with other like-minded people.

Early Bird Tournament 19

rapier

Master Maximilian der Zauberer. Midrealm 2 hours
Thu Jul 31 10:00 AM - 12:00 Rapier Field

Pick fights, take names and get acquainted. The purpose of this tourney isn't to win the most bouts, but to find the most interesting facts about your opponents.

"More talk! Less fighting!" Who will the MIC give the bird to this year?

Fabris' Cloak

#rapier, martial arts, 16th-century italian

Maister Brendan Firebow East 1 hour
Tue Aug 5 11:00 AM - 12:00 Rapier List 3
Handouts Limit 15

Come and learn some of the ways in which you can fight using a cloak as your off-hand parry item. Larger cloaks are generally better, but we can work with most cloak-like-objects. Please bring mask and rapier, and cloak if you have one (I will have some loaner cloaks).

Fighting 1.33 on the SCA Fencing Field

LANDGRAF DRUSILUS VON OBERBESSENACH

Aethelmearc 1 hour
Sun Aug 3 2:00 PM - 15:00 Rapier List 3

1.33 is the oldest European fencing manual we have. We'll discuss some insights into making it an effective style on the SCA fencing field. We'll start with facing a typical rapier combination and move on to facing another 1.33 fighter. We will follow with an 1.33 tournament. Appropriate swords and bucklers will be available for loan for both the class and the tournament.

Adult only. Rapier combat.

Adults Only! rapier combat

Grey Beard Tourney

Don Michael Gladewyne Aethelmearc 3 hours
Wed Aug 6 4:00 PM - 19:00 Rapier List 4

A fencing tournament for those over a certain age. **Adult only.**

Adults Only! age restriction on participation :)

Hitting Fast but not Hard in Rapier

#rapier, rapier, rapier combatant, calibration

Dr. Dr. Ken Mondschein East 1 hour
Mon Aug 4 10:00 AM - 11:00 Rapier List 3

How can we fence athletically and with good mechanics, but not shank our friends? We'll explore several topics: how to absorb a too-stiff thrust, blade bend, proper mechanics in the extension and the lunge, and distance-control drills. See this link for more details: https://docs.google.com/document/d/1_AOkYhYqeHVM_H5AmkFIdmVW0sO4tiWNY8Ay8lDVHg/edit?usp=sharing

Individual Battlefield Awareness

Warder Michaela Isabella Botticelli Midrealm 1 hour
Fri Aug 1 3:00 PM - 16:00 Rapier Field

Come to fence and practice some battlefield awareness so you can have a great time in m  le  .

Adults Only! Adult rapier

Intercollegiate Tournament: Rapier

Noble Woad of Red Spears No Kingdom 2 hours
Mon Aug 4 10:00 AM - 12:00 Rapier List 5

Come join the SCA college network in the first ever intercollegiate/interkingdom tournament! In order to participate one must be a member of a college group or up to 1 year alumnus of said group. Others are welcome to help marshal and cheer on the fighters.

Known World Baronial Rapier Champions' Tourney

sca combat

Master Maximilian der Zauberer. Midrealm 3 hours
Sat Aug 2 12:00 PM - 15:00 Armored List Green

A day to celebrate the Baronial Rapier Champions of the Known World. Landed Barons and Baronesses are encouraged to bring their chairs and portable pavilions to help us choose the Pennsic 52 Baronial Champions' champion. Open to all Baronial Rapier Champions. Set-up at 12-1 pm. Tourney 1-3.

Known World Rapier Cadet Tournament

rapier

Master Po Silvertop the Rogue Aethelmearc 2 hours
Tue Aug 5 10:00 AM - 12:00 Rapier Field

Come join rapier combatants from across the Known World in the Pennsic Annual Cadet Tournament. This tournament will be open to those who do not have a rapier high order or Peerage and are sponsored by a person who has a rapier Peerage or kingdom's high

Order award for rapier. This includes the Order of Defense, Order of the White Scarf, Order of the Bronze Ring, Order of the Golden Rapier, The Dragon's Steel, The Order of Thorbjorn's Hammer, The Order of the Queen's Blade, The Meridian Order of the Blade, or equivalent award.

A person may sponsor more than one entrant. Sponsors will be required to sign in their cadet or send a letter of entrance. If you need a sponsor, we will find one for you. This will be a traditional double elimination tournament. Each bout shall be fought to a single kill. Double kills will be re-fought one time. On the second double kill, "Dead is dead!" The finals will be fought best two out of three. All bouts shall be fought with default Pennsic rules.

Rapier Spear Tournament

#rapier, #tournament, #spear

Maitre Philippe de Lyon Midrealm 2 hours
Tue Aug 5 10:00 AM - 12:00 Rapier List 5

This tournament is to highlight and encourage the use of the rapier spear in single combat. We will be using 3-foot to 9-foot spears, spear and shield, and will be allowing backup weapons (daggers and swords in sheaths or belts to start). Weapons do not have to match. Tournament format will be based on number of combatants.

Stab-and-Gab Rapier Gathering

tournament, rapier

Kolfinna Jodisardottir Aethelmearc 1.5 hours
Sat Aug 2 3:00 PM - 16:30 Rapier Field

All non-grant level fencers are welcome to come spend 90 minutes fencing any and all grant level or higher fencers for a chance to learn tips, tricks, and techniques! Grant level or higher get to see the up-and-coming or new fencers and share their advice. Prizes will be awarded for both sides! All authorized fencers are welcome.

The Battle of Tortuga (Rapier)

rapier

Albion Drake East 1 hour
Sat Aug 2 2:00 PM - 15:00 Rapier Field

Two ships meet at sea and battle for survival and glory! Pirates vs. merchants vs. unexpected complications! Bring your RBGs as this event is set for gun and blade duels. Non-War-Point nautical-themed fun! Three rounds (sometimes four) of stab 'em and shoot 'em goodness. Also Bombs! Ever wanted to use the petard from La Rochelle as an anti-personnel weapon? Then this is your event!

The Robert Tourney

Nea Kimball Aethelmearc 1 hour
Thu Aug 7 10:00 AM - 11:00 Rapier List 5

Are you the one and only Robert? Come out and play in this for fun tourney open exclusively to gentles with Robert in their SCA or modern name!

The Showcase Invitational Rapier Tournament

#rapier, #tournament

Master John Drake Ansteorra 1.5 hours
Tue Aug 5 4:00 PM - 17:30 Rapier List 5

At this auspicious moment in the SCA's rapier history, we want to celebrate in the best way we know how - a tournament. We want to provide a platform for showcasing rapier excellence, bringing together fighters who will dazzle the Known World when they cross blades. We will present invitation coins to 8 fighters for this list, giving each of them an extra coin so that they can showcase another fighter of their choosing. These 16 fighters will present their coins and be allowed entrance to a single-elimination best of 5 list, which will be marshalled by Master John Drake and Master Bumi. We encourage the rapier fighters of the known world and the populace who support them to come and witness this spectacle and join in the celebration of this moment.

The Tadcaster Militia Gauntlet Arcade Extravaganza

rapier

Eldrich Gaiman East 1.5 hours
Wed Aug 6 10:00 AM - 11:30 Rapier List 5

The Tadcaster Militia presents the Amazing and Wonderful Tadcaster Arcade Gauntlet and Tournament!

Fight members of Tadcaster to win tickets! Fight each other for each other's tickets! Spend tickets to purchase prizes like **Freezy-Pops**, but the real prize is the fun you had along the way (and the **Freezy-Pop**)!

COMBAT: THROWN WEAPONS

Boar!

thrown weapons

Dame Dealla Cohen Atlantia 1.5 hours

Fri Aug 1 11:00 AM - 12:30 Thrown Weapons
Tournament Range

Call your shots. Opponent must match.

Advanced Thrown Weapons

thrown weapons, axe, knife

Dame Dealla Cohen Atlantia 1 hour

Sat Aug 2 3:00 PM - 16:00 Thrown Weapons
Teaching Range

Mon Aug 4 2:00 PM - 15:00 Thrown Weapons
Teaching Range

Focuses on advanced throwing technique for more experienced throwers.

Axe Continuous-Throw Tournament

thrown weapons

Dame Dealla Cohen Atlantia 1.5 hours

Mon Aug 4 3:00 PM - 16:30 Thrown Weapons
Tournament Range

How many axes can you throw without missing? Single rotation throws until you miss.

Beginner Thrown Weapons

thrown weapons

Dame Dealla Cohen Atlantia 1 hour

Wed Jul 30 2:00 PM - 15:00 Thrown Weapons
Teaching Range

Thu Jul 31 10:00 AM - 11:00 Thrown Weapons
Teaching Range

Fri Aug 1 1:00 PM - 14:00 Thrown Weapons Teaching
Range

Sat Aug 2 10:00 AM - 11:00 Thrown Weapons
Teaching Range

Sun Aug 3 2:00 PM - 15:00 Thrown Weapons
Teaching Range

Mon Aug 4 3:00 PM - 16:00 Thrown Weapons
Teaching Range

Wed Aug 6 10:00 AM - 11:00 Thrown Weapons
Teaching Range

Learn axe throwing, basic care of your weapons, and basic rules. A hands-on session is included. Limit of 25 participants; no experience necessary.

Beginning Spear

thrown weapons

Dame Dealla Cohen Atlantia 1 hour

Wed Aug 6 11:00 AM - 12:00 Thrown Weapons
Teaching Range

This is a hands-on class demonstrating beginning spear technique.

Blue Feather Rainbow Fling

thrown weapons

Dame Dealla Cohen Atlantia 2 hours

Mon Aug 4 1:00 PM - 15:00 Thrown Weapons
Tournament Range

Tournament is open to all members of the greater LGBT+ community regardless of throwing experience. The tournament will have an advanced as well as a beginner category to include everyone. The focus will be on fun and community building, but bring your competitive spirit as well.

Coconut Hunt Practice

thrown weapons

Dame Dealla Cohen Atlantia 1 hour

Thu Jul 31 1:00 PM - 14:00 Thrown Weapons
Tournament Range

Fri Aug 1 1:00 PM - 14:00 Thrown Weapons
Tournament Range

Come learn to take down coconuts from a tree with a spear. Related tournament will be later in the week.

Estrogen and Axes Tournament

thrown weapons

Dame Dealla Cohen Atlantia 2 hours

Wed Aug 6 11:00 AM - 13:00 Thrown Weapons
Tournament Range

Open to all female-presenting throwers, regardless of throwing experience.

Fair and Fun Thrown Weapons Tournament: Discussion

thrown weapons

Dame Dealla Cohen Atlantia 1 hour

Mon Aug 4 11:00 AM - 12:00 Thrown Weapons
Teaching Tent

Recommended for Marshals in Training or any others likely to find themselves running a TW tournament. People who have run tournaments before are encouraged to come and share their successes and failures.

Heckler's Tourney

thrown weapons

Dame Dealla Cohen Atlantia 2 hours

Tue Aug 5 3:00 PM - 17:00 Thrown Weapons
Tournament Range

Can you throw while being distracted by the tournament spectators? Come throw in this tournament to heckle and be heckled. Please keep it family-friendly.

How to Teach Youth to Throw

thrown weapons

Dame Dealla Cohen Atlantia 1 hour

Sun Aug 3 11:00 AM - 12:00 Thrown Weapons
Teaching Tent

Recommended for Marshals in Training. This class will go into more detail than the marshaling class about legal requirements for youth throwing in the SCA, as well as talking about teaching techniques that have been successful with minors.

Inside Out Tournament

thrown weapons

Dame Dealla Cohen Atlantia 2 hours

Sun Aug 3 1:00 PM - 15:00 Thrown Weapons
Tournament Range

Multiple weapons forms: ax, knives, *plumbata* , spear. Reverse scoring for 2 of the targets and then thrower's choice / dice roll for the last 2 targets.

Intercollegiate Tournament: Thrown Weapons

Noble Woad of Red Spears No Kingdom 2 hours

Sun Aug 3 3:00 PM - 17:00 Thrown Weapons
Tournament Range

Come join the SCA college network in the first ever intercollegiate/interkingdom tournament! In order to participate one must be a member of a college group or up to 1 year alumnus of said group. Others are welcome to help marshal and cheer on the fighters.

Kinetic Tournament

thrown weapons

Dame Dealla Cohen Atlantia 2 hours

Sun Aug 3 11:00 AM - 13:00 Thrown Weapons
Tournament Range

A motion-based throwing competition. You walk towards the target while throwing. Limited to 12 participants, expert level only.

Kingdom Champions' Teams Tryouts

thrown weapons

Dame Dealla Cohen Atlantia 2.5 hours

Sun Aug 3 5:30 PM - 20:00 Thrown Weapons
Tournament Range

Mon Aug 4 5:30 PM - 20:00 Thrown Weapons
Tournament Range

On these two dates, the Kingdom designees will be holding tryouts for the Champions' Teams that will compete in the War Point competition scheduled for Thursday.

KW Baronial Champions' Thrown Weapons Tournament

thrown weapons

Dame Dealla Cohen Atlantia 2 hours

Tue Aug 5 10:00 AM - 12:00 Thrown Weapons
Tournament Range

This is the 8th Annual Tournament for baronial (or shire) Thrown Weapons Champions to come out and compete in a series of challenging targets for prizes, and, even more, bragging rights! Expect targets and/or throwing styles to give you something to think about.

KW Thrown Weapons Marshals: Opening Meeting

thrown weapons

Dame Dealla Cohen Atlantia 1.5 hours

Tue Jul 29 12:00 PM - 13:30 Thrown Weapons
Teaching Tent

Sat Aug 2 4:00 PM - 17:30 Thrown Weapons
Teaching Tent

Open to all Known World Thrown Weapons Marshals. Please attend one of the two sessions to hear this year's range procedures.

Making a Braided Sling

thrown weapons

Dame Dealla Cohen Atlantia 1 hour

Sun Aug 3 1:00 PM - 14:00 Thrown Weapons
Teaching Tent

Come see how to create your own sling, using just twine or other natural material. There will be some starter kits available. Others can still observe and learn.

Making, Care and Feeding of Thrown Weapons

thrown weapons

Dame Dealla Cohen Atlantia 1 hour

Sun Aug 3 12:00 PM - 13:00 Thrown Weapons
Teaching Tent

Discussion of weapon selection and maintenance. Recommended for MITs and new throwers.

Master Magnus' Mystery Tournament

thrown weapons

Dame Dealla Cohen Atlantia 2 hours

Tue Aug 5 1:00 PM - 15:00 Thrown Weapons
Tournament Range

What will this tournament entail? Show up and find out! For advanced throwers only!

Polynesian Coconut Hunt

thrown weapons

Dame Dealla Cohen Atlantia 2 hours

Sat Aug 2 2:00 PM - 16:00 Thrown Weapons
Tournament Range

This is a version of an actual Polynesian spear-throwing competition. We will be throwing 5-foot bamboo spears at a small hay target 20 feet away mounted on a 10-foot-high pole. Spears must be thrown underhand, and each competitor will throw three sets of three spears each, with the most sticks winning. Any ties will be broken by a sudden-death throw-off. All equipment will be provided.

Starfish Tournament

thrown weapons

Dame Dealla Cohen Atlantia 1 hour

Fri Aug 1 10:00 AM - 11:00 Thrown Weapons
Tournament Range

Participants will throw knives until they have stuck in all 5 points of the target. The person with the fewest throws wins!

Throwing Diagnostics

thrown weapons

Dame Dealla Cohen Atlantia 1 hour

Tue Aug 5 2:00 PM - 15:00 Thrown Weapons
Teaching Range

This class is for Marshals and MITs covering how to recognize and correct throwing technique. It will focus on one-on-one training for a person who is having trouble but genuinely wants to learn.

Throwing Tournament for the Physically Challenged
thrown weapons
Dame Dealla Cohen Atlanta 1.5 hours
Wed Aug 6 9:00 AM - 10:30 Thrown Weapons
Tournament Range
Tournament for throwers with physical challenges or disabilities.

Thrown Weapon Accessibility Discussion/Instruction
thrown weapons
Dame Dealla Cohen Atlanta 1.5 hours
Tue Aug 5 1:00 PM - 14:30 Thrown Weapons
Teaching Tent
Instruction covering throwing techniques and accommodations for those with physical challenges and a roundtable discussion for any marshals, marshals in training, future marshals, and throwers who have thought about making Thrown Weapons accessible to all, regardless of physical limitations, neurodiversity, and other conditions that need to be accounted for. Topics likely to be discussed include common accommodations, advocacy, and competition considerations.

Thrown Weapons Bear Pit Tournament
thrown weapons
Dame Dealla Cohen Atlanta 2 hours
Mon Aug 4 11:00 AM - 13:00 Thrown Weapons
Tournament Range
How long can you hold the range against your opponents? Come compete against all takers, until you get beaten. then try again.

Thrown Weapons Marshals' Closing Meeting
thrown weapons
Dame Dealla Cohen Atlanta 1 hour
Fri Aug 8 10:30 AM - 11:30 Thrown Weapons
Teaching Tent
Open to all Known World Thrown Weapons marshals. Range tear-down immediately after the meeting.

Thrown Weapons MIT Class: Test and Final Questions
thrown weapons
Dame Dealla Cohen Atlanta 1.5 hours
Fri Aug 8 9:00 AM - 10:30 Thrown Weapons Teaching
Tent
Ask any final questions and take the MIT test.

Thrown Weapons MIT: Part 1
thrown weapons
Dame Dealla Cohen Atlanta 1.5 hours
Sun Aug 3 9:00 AM - 10:30 Thrown Weapons
Teaching Tent
Learn the SCA rules and guidelines to be a Thrown Weapons Marshal. Parts 1 and 2 required with on-the-range training and written test on Friday.

Thrown Weapons MIT: Part 2
thrown weapons
Dame Dealla Cohen Atlanta 2 hours
Mon Aug 4 9:00 AM - 11:00 Thrown Weapons
Teaching Tent
Learn the SCA rules and guidelines to be a Thrown Weapons Marshal. Parts 1 and 2 required with on-the-range training and written test on Friday.

Thrown Weapons Poker Tournament
Captain Roderick McKraken Midrealm 1 hour
Sat Aug 2 1:00 PM - 14:00 Thrown Weapons
Tournament Range
Wed Aug 6 3:00 PM - 16:00 Thrown Weapons
Tournament Range
Players will throw knives or axes at a board with all 54 cards.
If you stick a card, you get that card.
If the blade cuts across more than one card, the player can pick the card they want.
Jokers are wild.
On a miss or a bounce, the player throws again.
Players keep throwing until they have 5 cards.
Rethrows may be limited to 10 times depending on time and scenario rules.

Thrown Weapons Populace War Point
thrown weapons
Dame Dealla Cohen Atlanta 6 hours
Sun Aug 3 10:00 AM - 16:00 Thrown Weapons
Populace Range
Mon Aug 4 10:00 AM - 16:00 Thrown Weapons
Populace Range
Tue Aug 5 10:00 AM - 16:00 Thrown Weapons
Populace Range
Wed Aug 6 10:00 AM - 16:00 Thrown Weapons
Populace Range
Thu Aug 7 1:00 PM - 19:00 Thrown Weapons
Populace Range
Over a 5-day period, come one, come all and contribute to your side's War Point effort. Each person can throw multiple times. Sun thru Wed 10 am - 5 pm, Thursday 1 pm - 4 pm.

Thrown Weapons Range Set-Up
thrown weapons
Dame Dealla Cohen Atlanta 4 hours
Mon Jul 28 9:00 AM - 13:00 Thrown Weapons
Populace Range
Tue Jul 29 9:00 AM - 13:00 Thrown Weapons
Populace Range
Wed Jul 30 9:00 AM - 13:00 Thrown Weapons
Populace Range
On Monday and Tuesday of Peace Week, the Thrown Weapons range needs to be set up for use for the rest of the War. Come help out; the sooner we get the range up, the sooner people can throw. Wednesday will be available, if needed

Thrown Weapons Range Tear-Down and Storage
thrown weapons
Dame Dealla Cohen Atlanta 3 hours
Fri Aug 8 9:30 AM - 12:30 Thrown Weapons
Populace Range
Come help us tear down the range and put it away. Immediately after the Known World Marshals' Meeting.

TW Champions War Point
Dame Dealla Cohen Atlanta 4 hours
Thu Aug 7 8:00 AM - 12:00 Thrown Weapons
Populace Range
TW Champions War Point. Teams from East/Mid vs. The Known World face off for War Points and bragging rights.

Two-Handed Weapon Tournament
thrown weapons
Dame Dealla Cohen Atlanta 2 hours
Thu Aug 7 3:00 PM - 17:00 Thrown Weapons
Tournament Range
This is a tournament of throwing two-handed axes.

Using a Sling in the SCA
thrown weapons
Dame Dealla Cohen Atlanta 1 hour
Sat Aug 2 12:00 PM - 13:00 Thrown Weapons
Teaching Range
Slings are now approved for Thrown Weapons (at Society level). Come learn techniques of sling usage and be ready when they come to a kingdom near you.

Viking Pillage Tournament
thrown weapons
Dame Dealla Cohen Atlanta 2 hours
Sat Aug 2 10:00 AM - 12:00 Thrown Weapons
Tournament Range
When the Vikings go pillaging, who knows where they will end up or what they will take.
This tournament will test accuracy, adaptability, and, well, to be honest, luck. Competitors will need 1 axe and 1 knife. Head-to-head matches where the winner gets to pillage some or all of the loser's weapons.

Youth Axe-Throwing Instruction
thrown weapons
Dame Dealla Cohen Atlanta 1 hour
Fri Aug 1 10:00 AM - 11:00 Thrown Weapons
Teaching Range
Tue Aug 5 3:00 PM - 16:00 Thrown Weapons
Teaching Range

Teach youth, ages 5-12, to throw axes. This class will focus on Pennsic range rules, range etiquette and technique. There will be time for the children to throw, and loaner equipment available from the instructor. **Parent must accompany the child per Pennsic rules.** There will be a youth tournament later in the week.

Youth Thrown Weapons Tournament
thrown weapons
Dame Dealla Cohen Atlanta 2 hours
Wed Aug 6 1:00 PM - 15:00 Thrown Weapons
Tournament Range
Youth Thrown Weapons Tournament for ages 5-17. There will be scoring in two age groups: 5-11 and 12-17. This is an annual contest and only axes are used in scoring.

COMBAT: WAR POINTS
Armored 10-Person Team Round-Robin Tournament
Scheduler Battlefield Max Midrealm 2 hours
Mon Aug 4 3:00 PM - 17:00 Battlefield
Teams of ten fighters fight in a single death round-robin tournament. Each army/side (purple and green) can field a maximum of five teams. Commonly referred to as the Atlantian 10-person tournament.

Armored Bridge Battle
war points
Scheduler Battlefield Max Midrealm 2 hours
Mon Aug 4 10:00 AM - 12:00 Battlefield
Five bridges. Battle to be fought 5 times for 15 minutes each. Combat archery and siege are allowed on the three middle bridges (2, 3, and 4).

Armored City Assault Battle
war points, heavy
Scheduler Battlefield Max Midrealm 2 hours
Thu Aug 7 10:00 AM - 12:00 Battlefield
The scenario is run two times so each team attacks once and defends once. Combat archery and siege.

Armored Field Battle
war points
Scheduler Battlefield Max Midrealm 2 hours
Fri Aug 8 10:00 AM - 12:00 Battlefield
Battle to be fought 5 times. No resurrection. CA and siege will be allowed in battles 1, 2, and 3.

Armored Woods Battle
war points, heavy
Scheduler Battlefield Max Midrealm 2 hours
Tue Aug 5 11:00 AM - 13:00 Woods
Battle is fought for a total of 90 minutes. 3 Colored Flip-Sticks. Combat Archery.

Champions' Day
war points, heavy
Scheduler Battlefield Max Midrealm 5 hours
Sun Aug 3 10:00 AM - 15:00 Battlefield
Known World Capture The Flag. Unbelted Champion. Belted Champions. Rapier Champions M  le  . Heroic Champions.

Combat Archery and Siege Battles
war points
Scheduler Battlefield Max Midrealm 2 hours
Wed Aug 6 10:00 AM - 12:00 Battlefield
Battle 1 - Siege accuracy. **Battle 2** - Combined CA and Siege, 30 minutes Res Battle. **Battle 3** - Combat Archery, 30 minutes Res Battle.

Rapier Castle / City Watch Battle
war points
Scheduler Battlefield Max Midrealm 2 hours
Mon Aug 4 1:00 PM - 15:00 Battlefield
Two 30-minute, unlimited resurrection battles. Five buildings each with a keg. Scenario ends when all kegs are returned to castle.

Rapier Conquest Battle
war points
Scheduler Battlefield Max Midrealm 2 hours
Thu Aug 7 1:00 PM - 15:00 Battlefield

Capture the flag. 5 passes total over 60 minutes. Alternating spears and RBGs.

Rapier Field Battle

war points
Scheduler Battlefield Max Midrealm 1.5 hours
Fri Aug 8 1:00 PM - 14:30 Battlefield
Five battles. Spears only in pass 2 and 4. No resurrections.

Rapier Five-Sword Mêlée Tournament

war points
Scheduler Battlefield Max Midrealm 2 hours
Wed Aug 6 1:00 PM - 14:00 Battlefield
Teams of five fighters fight in a single death round robin tournament. Each army/side (purple and green) can field a maximum of five teams.

Rapier Woods Battle

war points
Scheduler Battlefield Max Midrealm 1.5 hours
Tue Aug 5 2:00 PM - 15:30 Woods
60-minute unlimited resurrection. DFB Active. Spear Zone. The side with the lowest number of tallied resurrections wins.

COMBAT: YOUTH

Æthelmearc Adult/Youth Armored Tag Team Tourney

Yth Btlfid Cord Eikaterine tis Elliniki East 2.5 hours
Mon Aug 4 2:00 PM - 16:30 Youth Combat List
Youth and Adult Armored Combatant Teams battle against other teams in round-robin tournaments.

Afternoon Youth Heavy List Skills, Games, & Drills

Yth Btlfid Cord Eikaterine tis Elliniki East 2.5 hours
Wed Aug 6 2:00 PM - 16:30 Youth Combat List
Daily morning regular practices to be run on the Pennsic Battlefield Youth List. **Youth aged 6-17**, all levels of experience on three different list fields. Loaner gear will be available.

Authorizations for TOD in Youth Sparring Rapier

youth, rapier, rapier combatant, tournament, volunteer, masters of defense
Shonagon Oda Umi Midrealm 1 hour
Sat Aug 2 2:00 PM - 15:00 Youth Rapier List
Tue Aug 5 7:00 PM - 20:00 Youth Rapier List
This will allow MODs not from the Midrealm to get a temporary authorization to allow them to participate in the TOD scheduled for Tuesday, August 5, at 7 pm.

First Day Youth Heavy List Battlefield Games

youth, heavy
Yth Btlfid Cord Eikaterine tis Elliniki East 3 hours
Wed Jul 30 11:00 AM - 14:00 Youth Combat List
Youth will fight on the list in a series of battlefield formats and/or sparring games, as number of attendees, ages and interest allow. This is fun!

Knowne Worlde Baronial Championship Tournament

Yth Btlfid Cord Eikaterine tis Elliniki East 4 hours
Tue Aug 5 12:30 PM - 16:30 Youth Combat List
Youth Fighters who are baronial champions from their home kingdoms can come to this tournament to fight for the title of the Greatest Baronial Champion in the Knowne Worlde. Youth who wish to fight but who do not have baronial sponsors can come to the list and be matched with baronies willing to sponsor youth. Participating baronies bring heralds, fly their colors, and otherwise make this a lovely and exciting day of Chivalric Glory that will be remembered by all who attend. This is the largest and most highly attended youth tournament every year.

Middle Kingdom: Barony of Rivenstar's Lava Tourney

youth, rapier, tournament
Shonagon Oda Umi Midrealm 1 hour
Thu Jul 31 2:00 PM - 15:00 Youth Rapier List
A bearpit / king-of-the-hill type of tourney. The ground is lava; fight from islands to control the mainland.

Morning Skills and Sparring

Yth Btlfid Cord Eikaterine tis Elliniki East 2.5 hours
Thu Jul 31 8:30 AM - 11:00 Youth Combat List
Fri Aug 1 8:30 AM - 11:00 Youth Combat List
Sat Aug 2 8:30 AM - 11:00 Youth Combat List
Mon Aug 4 8:30 AM - 11:00 Youth Combat List
Tue Aug 5 8:30 AM - 11:00 Youth Combat List
Wed Aug 6 8:30 AM - 11:00 Youth Combat List
Come join us on the youth list for workshops designed to teach skills useful to becoming a heavy list fighter and then using them and defending against them in bouts!

Night with Knights

Yth Btlfid Cord Eikaterine tis Elliniki East 2 hours
Sun Aug 3 6:00 PM - 20:00 Youth Combat List
Youth armored combatants get to spar with and learn from Knights of the Known World.

Tournament of Defense for Youth Rapier

youth, rapier, tournament
Shonagon Oda Umi Midrealm 2 hours
Wed Aug 6 9:00 AM - 11:00 Youth Rapier List
The Middle Kingdom presents a Tournament of Defense for the youth rapier list. The format will be an hour-long tournament where MODs will be available to fence, give advice, instruction, and play time for youth (aged 6-17). All youth are welcome. Weapons used will be legal for the age of the youth.

Twilight Light Saber Tourney

Shonagon Oda Umi Midrealm 1 hour
Mon Aug 4 7:30 PM - 20:30 Youth Rapier List
Using glow sticks on our weapons we will have a fun tourney.

Youth Combat Castle Battle

Yth Btlfid Cord Eikaterine tis Elliniki East 3 hours
Thu Aug 7 12:00 PM - 15:00 Fort
Youth Heavy List muster at Youth List and then march together on the Castle. There they will fight in battle simulations on both defense and offense in their respective lists, and then participate in end of Pennsic awards ceremony at close of session.

Youth Combat Marshal Collegium: Marshaling

family, youth, rapier, heavy armor
Yth Btlfid Cord Eikaterine tis Elliniki East 2 hours
Sun Aug 3 1:00 PM - 15:00 Youth Combat List
Learn how to become a youth armored combat or rapier marshal, the responsibilities for each level, and how to build and grow your group. Weapons requirements and armor inspections will also be covered.
Adults Only! Training is for parents, marshals, and those who run the lists.

Youth Combat: Stretching and Conditioning

Shonagon Oda Umi Midrealm 1 hour
Fri Aug 1 2:00 PM - 15:00 Youth Rapier List
Tue Aug 5 2:00 PM - 15:00 Youth Rapier List
A one-hour class to give some basic stretching and conditioning for young combatants.

Youth Marshal Meet-and-Greet

Yth Btlfid Cord Eikaterine tis Elliniki East 1 hour
Sun Aug 3 3:00 PM - 16:00 Youth Combat List
Come meet other SCA youth marshals of heavy list and fence and discuss current challenges, while sharing solutions. Also cool down with summer treats! **18+ Adults Only! This is a meeting of the marshals who run Youth Combat from around the Knowne World. 18 is the minimum age of a marshal. Youth fighters are not present, as sensitive ethical and legal issues may potentially be discussed.**

Youth Rapier Marshal Collegium

youth, rapier, family, marshal
Shonagon Oda Umi Midrealm 2 hours
Sun Aug 3 1:00 PM - 15:00 Youth Rapier List
How to become a youth marshal and what to know for each division. Weapons requirements, armor standards. Training for parents, marshals, and those who run the lists.

Youth Rapier Marshal Meet-and-Greet

Shonagon Oda Umi Midrealm 1 hour
Sun Aug 3 3:00 PM - 16:00 Youth Rapier List
Come meet other SCA youth marshals of rapier marshal and succuss current challenges while sharing solutions.

Youth Rapier Open Hours

Shonagon Oda Umi Midrealm 5 hours
Wed Jul 30 9:00 AM - 14:00 Youth Rapier List
Thu Jul 31 9:00 AM - 14:00 Youth Rapier List
Fri Aug 1 9:00 AM - 14:00 Youth Rapier List
Sat Aug 2 9:00 AM - 14:00 Youth Rapier List
Mon Aug 4 9:00 AM - 14:00 Youth Rapier List
Tue Aug 5 9:00 AM - 14:00 Youth Rapier List
Wed Aug 6 11:00 AM - 16:00 Youth Rapier List
Thu Aug 7 9:00 AM - 14:00 Youth Rapier List
During open hours we will be staffed up to teach, coach, lead group and individual activities. Instruction, coaching, sparring, practice, and mêlée. Ages 6-17. There is a limited supply of loaner gear. **Youth under 12 must be accompanied by an adult/parent.**

YR Open Hours

Shonagon Oda Umi Midrealm 3 hours
Sun Aug 3 9:00 AM - 12:00 Youth Rapier List
Instruction, coaching, sparring, practice, and mêlée. Shortened open hours due to the Family classes. **Youth under 12 need parent.**

COMBAT:STEEL

***Harnischfechten* Experiment Deed of Arms**

harnischfechten, deed
Brian of Stonemarche East 2 hours
Sun Aug 3 3:00 PM - 17:00 Steel Combat
Harnischfechten is a new experimental combat form in the SCA that draws heavily on the armored HEMA community. It features full armor and steel weapons. Thrusts are allowed and grappling is optional. Fighting is "Armor as Worn" and bouts are fought to a disabling condition. This Deed will feature a VIP Gallery to judge the overall "First Among Equals" in chivalrous single combat. Rules and more information as it becomes available at: <https://bit.ly/pennsichfdeed>.

2nd Known World Armored Steel Tournament

tournament, steel
Brian of Stonemarche East 2 hours
Wed Aug 6 3:00 PM - 17:00 Steel Combat
Since there were no participants last year, we will once again be presenting the Second Known World Armored Steel Combat Tournament. This will be run by SCA Armored Combat with Rebate Weapons rules.

SCA Steel Combat and *Harnischfechten* Experiment

steel, harnischfechten, deed, tournament, pickups, practice, training
Brian of Stonemarche East 3 hours
Thu Jul 31 2:00 PM - 17:00 Steel Combat
Fri Aug 1 1:00 PM - 16:00 Steel Combat
Sun Aug 3 12:00 PM - 15:00 Steel Combat
Mon Aug 4 1:00 PM - 16:00 Steel Combat
Tue Aug 5 1:00 PM - 16:00 Steel Combat
Wed Aug 6 12:00 PM - 15:00 Steel Combat
Thu Aug 7 1:00 PM - 16:00 Steel Combat
SCA Armored Steel Combat and SCA *Harnischfechten* Experiment will be run concurrently at the Steel Tent. Unless a Deed or Tournament is scheduled, we will be running training, practice and pickups.
Steel Combat Tent: normal hours of operation:
Thursday, July 31: 1 pm - 4 pm
Friday, August 1: 1 pm - 4 pm
Saturday, August 2: CLOSED
Sunday, August 3: 1 pm - 3 pm. *Harnischfechten* Deed 3pm-5pm
Monday, August 4: 1 pm - 4 pm
Tuesday, August 5: 1 pm - 4 pm
Wednesday, August 6: 1 pm - 3 pm. Armored Steel Tournament 3 pm-5 pm
Thursday, August 7: 1 pm - 4 pm
NOTE: The Steel Combat area may be closed at certain times due to weather, lack of attendees, or during major battles, at the Steel Marshal in Charge's discretion.

COOKING

Bstilla : A Moroccan Savory Pie

africa, food, food culture
Celine Elisabeth de Meaux East 1 hour
Fri Aug 1 10:00 AM - 11:00 A&S 2
Tue Aug 5 9:00 AM - 10:00 A&S 2
Handouts Limit 20

Bstilla is a Moroccan savory pie filled with chicken, almonds, spices in a thin crispy pastry. Discuss the methods used for the medieval sheet pastry, cooking technique, and ingredients. Compare them to a modern version with more readily available ingredients and less labor-intensive preparation. Handout will include reference materials for recipes.

Mori-Awase : A Feast for the Senses

16th-century, far eastern, japan, japanese, cookery, cooking, cooking skills, feasts, dining, food culture, history, historic
Solveig Þrándardóttir Aethelmearc 2 hours
Sat Aug 2 6:00 PM - 20:00 Clan Yama Kaminari (E03)
Handouts Limit 20 \$2.00

Japanese meals have long striven to delight all of the senses of the diner. Flavor, color, arrangement, aroma, cultural associations, the passing of the seasons, and more combine to both delight the guest and to reflect the character of the host. Discussion will include consideration of historical and social context. @ Clan Yama Kaminari (E03) SAT AUG 03 @ 18:00–20:00

Aphrodisiacs: Food & Drink for Sex & Love - CCt

european, multiple cultures, courtesans, food culture, aphrodisiacs, medicine, cooking, food
Honourable Ciana Scholari di Polcenigo Northshield 1.5 hours
Wed Aug 6 10:00 AM - 11:30 East Kingdom Royal Kitchen
Handouts Limit 10
Materials Limit 10 \$5.00 At-will Donation appreciated

Brief presentation on historical and locale-based aphrodisiacs followed by hands-on preparation of samples to take. Italian and European Renaissance drinks and morsels designed to entice, to please, to enhance. This class will focus on recipes that are perfect for making prior to an event and bringing along with minimal fuss, that can be easily kept at food-safe temperatures. There will be a pamphlet of recipes. Possible allergens include dairy, tree nuts, gluten, several types of flowers. Please dress for mess, bring a cutting board, hand towel, paring knife, and a container to take your samples. **Adult only. Sexual content.**
Adults Only! Sexual/health subjects

Breakfast with Mehmed the Conqueror, June 1469

food, cooking, ottoman, turkish, middle eastern, hands on, hands-on, 15th century, 15th-century, 15thc, breakfast
Mu'allimah Urtatim al-Qurtubiyya West 2 hours
Wed Jul 30 9:00 AM - 11:00 A&S 4
Tue Aug 5 9:00 AM - 11:00 A&S 4
Handouts Limit 10 \$1.00
Materials Limit 8 \$8.00 ingredients for recipes we will cook

Some account books from the Ottoman palace kitchens have survived. One covers the Muslim month from June 1- July 9, 1469, so we know what Sultan Mehmed II, the Conqueror, ate that month. Breakfast was the biggest of his two meals and included at least 3 dishes. Let's make one of those meals. **Teens, 'tweens, adults only.**
Adults Only! Teens and teens are fine, but no small children. We will be cutting things with sharp knives and cooking food on a hot stove.

Cooking from Period Sources

cookery, multiple cultures
Master Cariadoc West 1 hour
Fri Aug 1 10:00 AM - 11:00 A&S 1
Handouts Limit 40

How to start with a recipe that was written in period and end up with a dish that is consistent with that recipe and tastes good. Also, a discussion of available sources for recipes.

Eat Your Flowers with Tasting: Savory and Strange

cooking, gardening, botany
Baroness Sadira bint Wassouf Aethelmearc 1 hour
Mon Aug 4 1:00 PM - 14:00 A&S 11
Handouts Limit 20

Medieval cooks had the luxury of using fresh flowers in their dishes for the entire time of their bloom. We may or may not even have one feast during that time of the year. While the methods we will explore are not all period, they allow us to capture fresh tastes of herb flowers to use all year long. Participants will get to taste samples of them during the class. New flavors will be brought for this year's class!

Food in Medieval Sicily

recipes, cooking, cuisine, sicily, 12thc, 13thc
THL Adelisa Salernitana East 1 hour
Fri Aug 1 9:00 AM - 10:00 First Aid Point
What did Roger II, William I, and William II, as well as Emperor Frederick II Hohenstaufen, all eat? What is the Emir of Catania's chicken dish? How period is pasta? Although there are no Norman Sicilian cookbooks, there are some recipes from adjoining regions as well as modern Sicilian ones such as *maccu* that have deep medieval roots. This is not a cooking class, but we will be discussing the history of the "Golden Age" of Sicily as well as looking at some recipes.

Frying Pan Bread and Pastries

cookery
Master Cariadoc West 2 hours
Thu Aug 7 1:30 PM - 15:30 East Kingdom Royal Kitchen

A demonstration of a period flatbread recipe and two period pastry recipes, all of which can be made in a frying pan over your campfire. The flatbread is 10th-century Middle Eastern; the pastries are 13th-century Andalusian.

Grains of Sub-Saharan Africa

africa, food, food culture
Galefridus Peregrinus East 1 hour
Thu Jul 31 1:00 PM - 14:00 A&S 2
Mon Aug 4 2:00 PM - 15:00 A&S 2
We will be looking at a few cereal grains that are common in the historic and present-day foods of sub-Saharan Africa: teff, *fonio*, pearl millet, and sorghum.

Honey Tasting: The Finest Honeys of the World!

tasting, foods, foodie, honey tasting
Otto Mueller Ansteorra 1.5 hours
Tue Jul 29 11:00 AM - 12:30 A&S 12
Wed Jul 30 2:00 PM - 15:30 A&S 12
Thu Jul 31 11:00 AM - 12:30 A&S 13
Fri Aug 1 12:00 PM - 13:30 A&S 12
Sat Aug 2 10:00 AM - 11:30 A&S 12
Sun Aug 3 12:00 PM - 13:30 A&S 12
Handouts Limit 30
Materials Limit 30 \$15.00 Handouts, tasting spoons, and these honeys are expensive, especially Sidr at \$600/bottle.

This is honey-tasting and storytelling brought to you by a world-traveling beekeeper. The finest honeys of the world will be sampled...from Yemen to Crete, from USA to Croatia. We'll cover the honey mentioned by Pliny the Elder to be the finest in the Roman world, to the world's most expensive honey (\$600/bottle!). You will get to explore your palate and write down your thoughts on each. Bring water to cleanse your palate. Bring a pen for notes!

How to Maintain an Outdoor Cooking Fire

cookery
Mistress Catherine of Deva Midrealm 1 hour
Mon Aug 4 1:00 PM - 14:00 A&S 12

Learn how to lay up and maintain a fire for cooking. A cooking fire is very different than a fire you are just going to sit around. The kind of fire you will need depends on what you are going to cook. We will discuss/show the different types.

Kids' Kitchen Basics

cooking skills, cooking
Baron Andriú mac Domhnaill Aethelmearc 1 hour
Wed Jul 30 11:00 AM - 12:00 A&S 8

An introduction to working with kids in a kitchen. Includes topics such as food safety, communication, knife safety and fire safety. There will also be an opportunity to see various kitchen tools and spices used in modern and well as medieval cooking.

Medieval Food Myths

cookery
Master Llewellyn apTeirnon Midrealm 2 hours
Sun Aug 3 9:00 AM - 11:00 A&S 13
Ever get sick of the old myth about people using spices because they were serving rotting meat? Then this is the class for you. We will discuss common medieval food myths as well as ask the class for a few of theirs and where to find the real information for your needs.

Pennsic Without a Cooler

cookery, multiple cultures
Mistress Elizabeth of Dendermonde West 1 hour
Fri Aug 1 12:00 PM - 13:00 A&S 13
Handouts Limit 30
How to feed yourself period food at long camping events without the use of a cooler.

Period Islamic Cooking

cookery, middle eastern
Master Cariadoc West 1 hour
Fri Aug 1 11:00 AM - 12:00 A&S 1
Handouts Limit 30

A description of a wide range of recipes from period Islamic cookbooks, along with a discussion of the available sources.

Period Pasta

Master Cariadoc West 2 hours
Thu Aug 7 10:00 AM - 12:00 East Kingdom Royal Kitchen
A class demonstrating period pasta recipes from European and Islamic period cookbooks.

Yeast!

food, baking, brewing, cooking, cooking skills
Dame Lote Winterborn Midrealm 1 hour
Tue Jul 29 12:00 PM - 13:00 A&S 6
What is yeast? How was it utilized in period and how is it used today?
Adults Only! n/a

CORDAGE

Beginning Lucet Cord

Lady Jacintha Shop Wife Aethelmearc 1 hour
Wed Jul 30 1:00 PM - 14:00 Teen University
Fri Aug 1 2:00 PM - 15:00 Teen University
Handouts Limit 10 \$1.00
Materials Limit 5 \$5.00 \$5 IF you want to keep the lucet. \$1 for the handout.

Learn how to make basic lucet cordage. Lucet and 2 yards of wool string provided for class. If you would like to keep the lucet, it is \$5, otherwise you may use it for free. Adults are welcome, but teens have priority. If fewer than 5 teens want to take the class, then you may.

Family Kumihimo Basics

kumihimo, family friendly
Baron Egill the Loomwright No Kingdom 1 hour
Sun Aug 3 12:00 PM - 13:00 Pine Box Traders
Wed Aug 6 2:00 PM - 15:00 Pine Box Traders
Materials Limit 10 \$12.00 disk, bobbins, string, & instructions
Family-oriented *kumihimo* : braiding round cord on a disk. Youth welcome with parent or guardian. Make a basic round cord which can be used for everything from shoestrings to medallion cords. Disk and string provided.

Four-Color Flat Lucet Cord
fiber arts
Mistress Nest verch Tangwistel East 1 hour
Wed Jul 30 9:00 AM - 10:00 A&S 1
Mon Aug 4 9:00 AM - 10:00 A&S 1
Materials Limit 10 \$25.00 Lucet \$20, thread and bobbins \$5

Cord from a lucet can be quite flexible in color and structure. We will be making a flat cord with up to four colors. The threads hang below the lucet on bobbins to keep from getting tangled. Bring your own lucet and bobbins which can be made out of cardboard or foam, or we will have kits for \$25 containing both a lucet, fiber and four bobbins.

Hedeby 6-Strand Braid
norse, braid, plait, trim
Mistress Constance Glyn Dwr Aethelmearc 1 hour
Sat Aug 2 9:00 AM - 10:00 A&S 8
Thu Aug 7 9:00 AM - 10:00 A&S 7
Handouts Limit 15
Materials Limit 10 \$5.00 Enough wool thread for 3 yards of finished trim per person and one dowel per person.

A fragment of an apron dress found in Hedeby has a plait braided from six wool threads in red and yellow sewn over a tuck. Come learn to plait this thin 6-strand braid. Hands-on, make-and-take.

Knot Strictly Functional
knot tying, cordage, camping, marlinspike
Lord Fearghas MacGreagoure East 2 hours
Wed Jul 30 11:00 AM - 13:00 Teen University
Thu Jul 31 2:00 PM - 16:00 Teen University
Sat Aug 2 12:00 PM - 14:00 Teen University
Materials Limit 10 \$5.00 small hand tools and rope sections may be used by students.

Learn step-by-step instructions for two slightly advanced knots you can use to make the guy-lines on your pavilion more finished looking.
In this hands-on class, we will practice unlaying the strands (or plys) of a cord and tying them into two different knots, which will enhance the look of your encampment by giving some fine detail where many ropes are left. Primary resource is *The Ashley Book of Knots*.

Kumihimo-ya Braiding Workshop
kumihimo, workshop
Shonagon Ishiyama Gen'tarou Yori'ie Aethelmearc 2 hours
Thu Aug 7 10:00 AM - 12:00 Clan Yama Kaminari (E03)

Visit our Japanese-themed camp and practice braiding with us. We will have a variety of equipment available, or bring your own. We can teach many different styles and techniques for Japanese braiding. Learn new things, get help with difficulties, have your questions answered, share your braiding experiences, or just work on your braid in a communal setting.

Kumihimo Basics
weaving, kumihimo
Baron Egill the Loomwright No Kingdom 1 hour
Fri Aug 1 2:00 PM - 15:00 Pine Box Traders
Mon Aug 4 12:00 PM - 13:00 Pine Box Traders
Materials Limit 10 \$12.00 Disk, bobbins, string, & instructions
Kumihimo is cord braiding on a disk. Make a basic round cord. Disk and string provided; take your work home with you.

Lucet Basics
weaving
Baron Egill the Loomwright No Kingdom 1 hour
Sun Aug 3 2:00 PM - 15:00 Pine Box Traders
Tue Aug 5 4:00 PM - 17:00 Pine Box Traders
Wed Aug 6 10:00 AM - 11:00 Pine Box Traders
Materials Limit 20 \$12.00 Lucet, string & instructions
Make a square cord and a two-color cord. Lucet, string, and instructions provided as part of the class fee.

Lucet Cord Making
fiber arts, cordage
Nebula Midrealm 1 hour
Sat Aug 2 11:00 AM - 12:00 Teen University
Materials Limit 15
Learn how to make basic lucet cordage. Lucet and string provided.

Make Sageo with Kumihimo
kumihimo, kute-uchi, braid, loop-braiding, japanese, marudai, shigeuchidai, sankakudai
Shonagon Ishiyama Gen'tarou Yori'ie Aethelmearc 2 hours
Tue Aug 5 10:00 AM - 12:00 A&S 10
Handouts Limit 12
Sageo are the cords that tie the scabbard of a Japanese sword into the waistband of your *hakama* pants. Any cord can be used, but braided cords are the best, and many people use a *kumihimo* braid called *shige-uchi*. Learn several methods for making *shige-uchi sageo* for yourself or others, including *marudai*, *shigeuchi-dai*, *sankaku-dai*, and *kute-uchi* hand-loop braiding.

Natural Cordage Making
cordage, natural fibers, string
Mistress Constance Glyn Dwr Aethelmearc 1 hour
Sat Aug 2 10:00 AM - 11:00 A&S 2
Tue Aug 5 1:00 PM - 14:00 A&S 2
Handouts Limit 15 \$2.00
Materials Limit 15
Cordage made from plant and animal fibers have been used throughout history. It can be used for bowstrings, fishing lines, snares, basketry, and bag making. We will provide materials and teach you two different ways of making your own cordage.

Netting a Loop-and-Twist Bag
cordage, make and take, knotless netting, fiber arts
Mistress Constance Glyn Dwr Aethelmearc 1.5 hours
Thu Aug 7 12:00 PM - 13:30 A&S 2
Handouts Limit 20 \$1.00
Materials Limit 15 \$6.00 Bone needle and natural cord
Making a loop-and-twist bag, a knotless netted bag. From Neolithic to modern, it's the precursor to nålbinding. The technique uses a single piece of cordage in a spiraling chain of interlinked loops to produce containers, hats, socks, and other tubular items. Students will make one bag and go home with the needle and knowledge to make more!

COSTUMING

"Too Much Kissing": Historical Lipsticks
makeup, cosmetics, cosmetology, beauty, skincare, renaissance, venetian, florentine, elizabethan, lipstick
THL Ilaria Rosati Aethelmearc 6 hours
Thu Jul 31 10:00 AM - 16:00 Cosmetica Obscura - Space 45
Handouts Limit 25
Lip care and lip color from history and archaeology. From brilliant minerals to humble plants from the household garden, test some lip colors and learn some recipes that you can try at home.
Merchant demo with free handouts. Drop in any time during the given hours. Cosmetica Obscura Merchant Booth, Space 45, at the intersection of Broadway and Market St.

Haft Qalam Arayish : 7 Pieces of Persian Beauty
makeup, beauty, perfume, persia, islamic era, bronze age, iron age, middle east, cosmetics, cosmetology, bathing, skincare
THL Ilaria Rosati Aethelmearc 6 hours
Tue Jul 29 10:00 AM - 16:00 Cosmetica Obscura - Space 45
Handouts Limit 25
Come learn about the seven essential cosmetics used by Persian women in the ancient and early-Islamic periods. How to get luminous skin, ruby lips and tulip-pink cheeks, black eyebrows curved like an archer's bow, and scented locks glittering with real gold!

This is a merchant demo; drop in anytime during the given hours.
Cosmetics will be on display to touch, smell, and sample. Printed handouts while they last. Free.
Cosmetica Obscura Merchant Booth, Space 45, at the intersection of Broadway & Market Streets.

Heian Get Ready With Me: Courtesan - CCT
heian, 11th century, japan, japanese, makeup, clothing, courtesan, courtesan college, far eastern
Sugawara no Naeme East 1 hour
Wed Aug 6 11:00 AM - 12:00 Courtesan College - B03
Join me as I prepare for the day. I will talk you through the process of applying theatrical and modern makeup to achieve a period aesthetic while discussing period makeup differences. I will then demonstrate how to dress in a period fashion for *Heian* courtesans. **Age 18+.**
Adults Only! Camp Restriction

Heian Get Ready With Me: Traveling Outfit
far eastern, japanese, japan, costuming, persona, heian
Sugawara no Naeme East 1 hour
Sun Aug 3 9:00 AM - 10:00 A&S 6
See the process of getting dressed in a *Heian* Japanese traveling outfit from makeup to hat. Demonstration of modern theatrical makeup application to achieve a plausibly period look and discussion of how to manage with more or less makeup and time. Demonstration of how to get dressed in the ensemble's multiple layers without assistance.

Landsknecht Fashion 1490-1570
landsknecht, fashion
Meister Friderich Swartzwaldner Aethelmearc 1 hour
Thu Jul 31 11:00 AM - 12:00 A&S 12
What do you think when you hear the term *Landsknecht*? Big puffy clothes with lots of slashes and lots of feathers? It was not always this way. Come and learn how *Landsknecht* fashion changed over the years. A multi-page handout with examples will be provided. (Donation appreciated, but not required.)

Saree, Not Sorry: Veshti and Nivi
india, costuming
Lady Karayil Nakkan Cani Midrealm 1 hour
Tue Jul 29 10:00 AM - 11:00 Runestone
Tue Aug 5 1:00 PM - 14:00 Runestone
We will focus on three skirt drapes and three variations of the classic one-shoulder *nivi* style. We'll also discuss adaptations for those who may have dexterity challenges and share tips on how to keep your *saree* securely in place. Please bring your own *saree* if you have one; I will have a limited number of spare *sarees* available for practice. Be prepared to reach behind your back for some of the drapes, so consider bringing a buddy to assist you!

Saree, Not Sorry: Daring to Drape the Dhori
india, costuming
Lady Karayil Nakkan Cani Midrealm 1 hour
Wed Jul 30 10:00 AM - 11:00 Runestone
Wed Aug 6 1:00 PM - 14:00 Runestone
We will focus on several pants and shorts drapes. We'll also discuss adaptations for those who may have dexterity challenges and share tips on how to keep your *saree* securely in place. Please bring your own *saree* if you have one; I will have a limited number of spare *sarees* available for practice. Be prepared to reach behind your back for some of the drapes, so consider bringing a buddy to assist you. Wearing pants to this class will make it much easier.

Ancient Roman Beauty Secrets
beauty, makeup, perfume, roman, iron age, cosmetics, skincare, bathing, cosmetology
THL Ilaria Rosati Aethelmearc 1 hour
Wed Aug 6 2:00 PM - 15:00 A&S 13
Handouts Limit 30 \$1.00
Materials Limit 10 \$4.00 ingredients and containers for the samples
Learn how people of the Roman world made skincare and cosmetic preparations. Using historical tools and ingredients, I will demonstrate some beauty recipes

based on archaeological finds and historical texts. Samples of a recreated Romano-British cream available to the first 10 people.

Anglo-Saxon Ring Pouch

accessories, european
Missress Kaleeb the green eyed Atlantia 2 hours
Thu Jul 31 10:00 AM - 12:00 A&S 11
Handouts Limit 12 \$1.00
Materials Limit 12 \$10.00 All of the supplies and materials needed to make a ring pouch.
Create the only pouch an Anglo-Saxon woman would ever want or need, using linen cloth, linen thread and a hand woven tab. This is a good beginner sewing class.
Adult only. Skill level above a child's ability.
Adults Only! Skill level above a child's ability

Beginner's Guide to Garb Design

beginner
Isabella D'Angelo Atlantia 1 hour
Fri Aug 1 9:00 AM - 10:00 A&S 12
Come and learn about colors, materials, and patterns used in Middle Ages and Renaissance. This class will focus mostly on appropriate colors and materials for the 13th-16th centuries with some helpful hints on where to start with garb.

Beginner Nålbinding , Oslo Stitch

fiber arts, fiber, nalbinding
HL Laska Koudelka Trimaris 2 hours
Sat Aug 2 11:00 AM - 13:00 Fiber Arts Pavillion - Atlantean Royal
Materials Limit 10 \$5.00 Wool or cotton, a set of nalbinding needles and threaders
Learn the way to create stretchy fabrics that predate knitting and crocheting. We will work from a starter for ease, and at the end of the class tackle the most difficult part, starting a chain. Many archeological finds show the use of Oslo stitch to create mittens in the Middle Ages. You could also make hats, scarves, and socks with this easy-to-learn stitch. We will cover the basic stitch, learn how to start the project in from the middle rosette and from the circular edge.
If you have wool allergy, cotton is available.

Botanical Blushes

makeup, beauty, morocco, roman, medieval, 15th century italian, 16th-century italian, egypt, venetian, florence, renaissance, cosmetics
THL Ilaria Rosati Aethelmearc 6 hours
Mon Jul 28 10:00 AM - 16:00 Cosmetica Obscura - Space 45
Handouts Limit 25
Historical makeup from flowers, fruits, and roots! From a Moroccan rouge of poppy petals, to Caterina Sforza's 1486 recipe for "Spanish Clouts" - these natural rouges take unique and surprising forms.
This is a merchant demo; drop in anytime during the class hours. Cosmetics will be on display to touch, smell, and sample. Printed handouts while they last.
Cosmetica Obscura Merchant Booth, Space 45, at the intersection of Broadway & Market Streets.

Bronze Age Short Tunic for Women

bronze age, clothing, garb
Sunna Regnbue An Tir 1 hour
Wed Jul 30 11:00 AM - 12:00 A&S 1
Tue Aug 5 10:00 AM - 11:00 A&S 1
Handouts Limit 20 \$1.00
Learn to pattern and sew your own Bronze Age short tunic using one piece of fabric and simple stitches. These short tunics are based on women's Bronze Age finds, and can be patterned and sewn right here at Pennsic. Add a simple tube skirt, and you're ready to portray a Bronze Age persona.

Bycocket Workshop

bycocket, hat, costuming, garb
Lady Margarette la Gantiere East 1.5 hours
Sat Aug 2 9:00 AM - 10:30 A&S 4
Handouts Limit 16 \$1.00
Learn about the history, construction and finishing of a wool felt bycocket. This is a hands-on workshop that **REQUIRES** that the participants bring their own wool felt blank in order to make a hat. Individuals without a blank

are welcome to sit in and receive a handout. Blanks can be purchased from the following vendors:
<https://www.etsy.com/listing/124614800/wool-felt-body-cones-in-33-colors-felt> ,
[https://www.etsy.com/listing/1597756380/wool-felt-cones-unfinished-hat-1-piece?ls=r&ref=items-paginnation-1&content_source=47138ed154a5378685748520e46f40b9db4e5dd%253A1597756380&logging_key=47138ed154a5378685748520e46f40b9db4e5dd%3A1597756380\(limitedcolors\)](https://www.etsy.com/listing/1597756380/wool-felt-cones-unfinished-hat-1-piece?ls=r&ref=items-paginnation-1&content_source=47138ed154a5378685748520e46f40b9db4e5dd%253A1597756380&logging_key=47138ed154a5378685748520e46f40b9db4e5dd%3A1597756380(limitedcolors)) ,
https://www.etsy.com/listing/885850516/wool-felt-cones-hat-bodies-for-millinery?ls=r&ref=related-4&pro=1&sts=1&content_source=2f1047dbdf857c15e463af3cb96455bb3f51d244%253A885850516&logging_key=2f1047dbdf857c15e463af3cb96455bb3f51d244%3A885850516 (also limited colors).

Coats, Cloaks, and Other Outerwear

costuming, multiple cultures
Sisuike Butler East 1 hour
Mon Aug 4 9:00 AM - 10:00 A&S 13
Handouts Limit 15 \$2.00
Weather happens. Sometimes it's cold or wet. What is the appropriate coat, cloak, or other protection from the elements for your persona? Survey of European outerwear 1000-1600 CE.

Courtesan Tableaux - CCT

multiple cultures, european, clothing, garb, get dressed with me, courtesans, roman, venetian, far eastern, fashion, courtesan, courtesan college
Honourable Ciana Scholari di Polcenigo Northshield 1.5 hours
Tue Aug 5 8:30 PM - 22:00 Courtesan College - B03
Handouts Limit 20 \$1.00
Living scenes from the private dressing rooms of the social élite showcasing Courtesan and Sex Worker fashion from select cultures in history. Observe the garments and elaborate effort of three high-class sex workers as they prepare from a state of *déshabillé* for an evening out, or undressing for intimate evenings in. Join us in contemplating the art and effort that goes into period dressing and primping in this performance. Social to begin at 8:30 pm, curtains at 9 pm, Q&A afterwards.
Age 18+.
Adults Only! Partial to full nudity depending on culture

Evidence-Based Viking Male Clothing

european
Lorefather Þorfinnr Hróðgeirsson East 1 hour
Fri Aug 1 3:00 PM - 16:00 A&S 13
What can we learn from archaeological, historical, and literary sources about Norse male clothing during the Viking era? Are you committing a deadly reenactorism, or is your garb Hedeby-erific? We'll talk through several sources of evidence, suggest choices to make or avoid, and if the weather isn't too hot, show some reconstructions with the instructor as model.

Fabric Fundamentals

sewing, fabric, clothing, garb, beginner
Lady Winifride Barnes Northshield 1 hour
Sat Aug 2 10:00 AM - 11:00 A&S 5
A novice's crash course in the basics of choosing the "right" fabric for your project. Learn to navigate online fabric shopping.

Glove Affair: Making Elizabethan Gloves

leather, multiple cultures
Missress Jorunn nic Lochlainn Atlantia 2.5 hours
Wed Aug 6 9:00 AM - 11:30 A&S 6
There are many crafts and skills that are needed to create an Elizabethan-style leather glove. This class presents them all along with cultural rules pertaining to the glove. Not only do you learn to make the glove, you learn about bobbin lace, embroidery, *ruching* , leather tanning, etc. Here is the symphony of crafts to create the orchestra of the Elizabethan glove.

Gussets, Godets, and Gores, “Oh My”

costuming, sewing
Lord Tempus Peregrinator Ealdormere 1 hour
Thu Jul 31 4:00 PM - 17:00 A&S 10
This is a class about sewing gussets, godets, and gores

-- mostly gussets because after this you won't need the other ones. Combined with the keyhole neck class, this shows the easiest way to make a tunic, and more about sewing. How to cut and sew gussets, godets and gores, all devices to give your clothes better fit, more fullness and freedom of movement! We'll discuss how to cut and sew gussets, as found on the underarms of T-tunics, the fast and easy way. Also covers godets and gores, the difference and how easy they are, too. A lot of good advice about sewing in general.

Help Me, Tempus, You're My Only Hope!

multiple cultures, sewing, costuming
Lord Tempus Peregrinator Ealdormere 2 hours
Wed Jul 30 11:00 AM - 13:00 A&S 12
Wed Aug 6 12:00 PM - 14:00 A&S 6
(Garb Troubleshooting/Q&A Workshop)
This is a trouble-shooting and problem-solving class; garb problems diagnosed and solutions proffered. Bring to the class garb that went “wrong” or garb that didn't “work” for you. We'll talk; it can be fixed. If you don't have the garb here, bring your questions; we'll do our best to solve your garb troubles. We'll talk about gussets and how to use your seam ripper, too. This class can go on longer if needed. Also, this class will be offered next year.

Hip to Be Square

minoan, clothing, fabric, fashion, bronze age
Baroness Ays,e al-Rumiyya Outlands 1 hour
Sun Aug 3 11:00 AM - 12:00 A&S 1
Thu Aug 7 11:00 AM - 12:00 A&S 1
Handouts Limit 15 \$5.00
Curves belong on bodies, not on your fabric! In this class you will learn the names of the garments and the author's theory in construction. You will also learn how to adapt modern fabrics and techniques to obtain the shapes of Minoan clothing with minimal curve cutting to preserve fabric. Clothing and patterns for multiple genders discussed. Bring your sense of humor and come explore Bronze Age Crete. **Age 16+.**
Adults Only! Prefer 16+, we talk a little about bare breasts in the class due to the garb. No bare breasts in class.

Hooks and Eyes Workshop

sewing, wire work, hooks & eyes
Perrin Mansfield Atlantia 1 hour
Thu Jul 31 3:00 PM - 16:00 A&S 8
Handouts Limit 30 \$2.00
Materials Limit 20 \$3.00 Wire, Copies, Tools
Learn how to make your own hooks and eyes! It's easier than you think! In this one-hour workshop, you will make your own hooks and eyes and have the skills to easily make them again. Beginner friendly.
Bring your own wire working tools, if possible.
All ages welcome, but anyone **under 12 please arrive with participating adult.**

How To Fit Your Neck Hole

sewing, costuming
Lord Tempus Peregrinator Ealdormere 1 hour
Thu Jul 31 3:00 PM - 16:00 A&S 10
This class is all about the neck opening of any garment. We'll look at the placement and geometry of how the neck hole works and get it to fit well every time. Primarily for keyhole necks, this works for the T-tunic, doublet, bodice, cotehardie, houppelande and even modern shirts.

Intro to Mongol Culture and Clothing

#mongol, garb, intro, steppes culture
Hideg Magda East 1.5 hours
Thu Jul 31 11:00 AM - 12:30 Black Mountain, Booth 86
Handouts Limit 10
This class is a general introduction to the Mongol empire and its material culture. We will first go over the relevant foundation stones, which we need to understand the economy, government, and culture. From this was born the ethos, pathos, and aesthetic of the Mongol, of which we will show examples. This class will argue how narratively enticing **and** practically enticing joining the Great Horde can be.

Iron Age 'Fit!

Sunna Regnbue An Tir 1 hour
Tue Jul 29 10:00 AM - 11:00 A&S 13
Wed Aug 6 10:00 AM - 11:00 A&S 1
Handouts Limit 20 \$1.00

In this class, you will learn the history and patterning of these one-piece knee-length trousers and a simple tunic. Using basic measurements and simple sewing stitches. These can be handsewn in a couple of days using woven fabric of your choice.

Ittler Bittier Cartridge Pleats

European, 16th century, costuming, accessories, hand-sewing

Fede di Fiore Aethelmearec 2 hours
Sun Aug 3 11:00 AM - 13:00 A&S 8
Handouts Limit 10 \$1.00

Materials Limit 10 \$2.00 materials will include 1 strip of fine linen, 3 needles, a grid for measuring, a pencil and thread

Advanced class for those who wish to creating pleats on a par with historical exemplars. We will learn how to make, anchor, and finish these pleats so that this technique can be applied to the gathering of undergarments and accessories.

Keys to Success for Project Promenade

Lady Ethne an Locha Aethelmearec 1 hour
Thu Aug 7 2:00 PM - 15:00 A&S 12

Past participants, organizers and judges from Project Promenade and other Known World marathon team sewing competitions, such as Revenge of the Stitch, etc., are invited to join us for a roundtable discussion where we highlight skills and strategies that led to success and share advice to avoid pitfalls of despair.

Lining: Turning It All Right-Side Out

sewing, multiple cultures, costuming

Lord Tempus Peregrinator Ealdormere 1 hour
Sun Aug 3 3:00 PM - 16:00 A&S 12

A class about cutting and sewing a lining into any garment and then turning that garment right-side out.

Making an Italian Renaissance Chemise

European, 15th century, 15th-century, costuming
Lady Barbara Santangelo da Vignola Atenveldt 1 hour
Thu Jul 31 10:00 AM - 11:00 A&S 12
Handouts Limit 20 \$2.00

Instructions and walk-through for making an Italian Renaissance chemise. Includes a look at both pleating and gathering.

Making Better T-Tunics

beginner, European, costuming

Baroness Aldermoureis "Alda" Ventzke Midrealm 2 hours
Wed Aug 6 9:00 AM - 11:00 A&S 12

Now that you have made your first t-tunic, learn some pointers for making the next one better. Taught jointly with Lady Bronwen Elvina ni hOdhrin.

North African Wrapped Dresses

afrika

Doña Maria Beatriz la Mora Atlantia 2 hours
Wed Aug 6 3:00 PM - 17:00 A&S 2
Handouts Limit 20 \$1.00

We'll cover women's *Maghribi* wrapped dresses, and examine the similarities and differences with other people who wore this style, including Romans, Celts, and Vikings. We will also look at accompanying undergarments and accessories. If you want to be wrapped up before you go, bring 5-6 yards of light linen or cotton fabric, 55-60" wide. You will also need a belt or rope, and two very large safety pins, brooches, or kilt pins. Kilt pins and simple penannular brooches will be available as class materials at \$3-5/pair.

Pad Stitching 101

costuming, hand-sewing, sewing, fiber arts, 16th century, garb

Fede di Fiore Aethelmearec 2 hours
Sat Aug 2 11:00 AM - 13:00 A&S 11
Thu Aug 7 10:00 AM - 12:00 A&S 11
Handouts Limit 10 \$2.00

Materials Limit 10 \$1.00 materials will include sewing needles, thread, and various fabric scraps with which to practice pad-stitching. Handouts will be multipage, complete with diagrams.

Pad stitching is a technique utilized in the 16th century to structure and shape fabric for both men's and women's costuming. In this class, we will learn how to pad stitch, as well as how it can be applied for use in different applications (such as stiffening collars, shaping, and structuring garments).

Painted Faces: Historical Foundations

Roman, medieval, Spain, Italy, makeup, beauty, Elizabethan, 16th-century French, Venetian, Florence, cosmetics, cosmetology

THL Ilaria Rosati Aethelmearec 6 hours
Sun Aug 3 10:00 AM - 16:00 Cosmetica Obscura - Space 45
Handouts Limit 25

Come sample facial makeup from Roman-era London, 12th-century Italy, 16th-century France, and Elizabethan England! Adapted from archaeological finds and historical texts. These beautifying creams served as moisturizer, foundation, and night cream, with luxurious texture and benefits for skin.

This is a merchant demo, drop in any time during the given hours.

Cosmetica Obscura Merchant Booth, Space 45, at the intersection of Broadway & Market St.

Pants 1: The Basics, Design and Sew

costuming, sewing

Lord Tempus Peregrinator Ealdormere 1 hour
Wed Jul 30 12:00 PM - 13:00 A&S 3

How to make pants from scratch, starting with how to get the measurements you need, then how to use them to draft your own pattern. We will finish with how to sew your pants and wear them.

Pants 2: Finishing Stuff, Fly, Pockets

European, costuming, sewing

Lord Tempus Peregrinator Ealdormere 1 hour
Sat Aug 2 4:00 PM - 17:00 A&S 12

This class finishes pants, accessories like the fly, which holds the two pants together. And the pockets were you put your hands and other valuables. Waistbands and cuffs. Some history, but mostly how to and what options you have.

Pants 3: Make Fancy Pants

European

Lord Tempus Peregrinator Ealdormere 1 hour
Sun Aug 3 2:00 PM - 15:00 A&S 12

This class is about the construction and wearing of Renaissance pants such as slops, "pumpkin pants," and *pluderhose*. Just what every landsknecht needs, though it will help with any late period pants. Might talk about the famous Janet Arnold Upsala/Sture *pluderhose* with the "bum" as well as other cool pant stuff.

Parting Glances

bronze age, neolithic, ancient, Mesopotamia, Iran, Iraq, cosmetics, cosmetology, makeup, beauty, Sumerian, Assyrian

THL Ilaria Rosati Aethelmearec 6 hours
Sat Aug 2 10:00 AM - 16:00 Cosmetica Obscura - Space 45
Handouts Limit 25

When the glamorous Queen Puabi was interred in her sunken tomb, she was accompanied by her ladies, her treasures, AND her cosmetics.

We recreate three colorful eyeshadows excavated from the most lavish burial in the Royal Cemetery of Ur, and currently in the collections of the Louvre. Precious tints of blue, green, pink, and purple. In seashell containers! Ongoing merchant demo, drop in any time. Cosmetics will be on display to touch, smell, and sample. Printed

handouts to take with you.

Cosmetica Obscura Merchant Booth, Space 45, at the intersection of Broadway & Market St.

Patterns for a Pony: Period Tourney Covers

equestrian, horse, horses, sewing, animals, period garb

Lady Arielle de Pontoise Atlantia 1 hour

Sun Aug 3 10:00 AM - 11:00 A&S 5

This class will examine the patterns for the various equine garments included in *Drei Schnittbücher: Three Austrian Master Tailor Books of the 16th century* by Katherine Barich and Marion McNealy, with an emphasis on the tourney covers (AKA caparisons) and hoods. We will review the patterns and discuss ways to adapt them for use in the SCA.

Pennsic on Pennies

garb, basics, period gear, accessories, costuming, budget, newcomers

Saioirse of Shadowclans Northshield 1 hour

Thu Aug 7 10:00 AM - 11:00 A&S 12

A show-and-tell session to discuss outfitting yourself and others for Pennsic without breaking the bank. We will discuss garb, gear, and accessories that can be sourced directly (or altered easily) from things that may already be in your home or local secondhand store. This is not a class that will dig deep into the historical accuracy of materials/styles, but one that focuses on opening your mind instead of your pocketbook to create medieval illusion.

Pillbox Tarboosh Hat Make-and-Take

accessories, Africa, hat, hands on, tarboosh

Doña Maria Beatriz la Mora Atlantia 2 hours

Sat Aug 2 2:00 PM - 16:00 A&S 2

Handouts Limit 20 \$3.00

Materials Limit 20 \$30.00 aluminum foil and painter's tape for patterning, two pieces of contrasting fabric, three needles, pins, a small spool of thread, a pair of shears, and a piece of soap or a pencil stub for fabric marking

Tarboosh, *fez*, sugarloaf, pillbox: pattern and sew this simple, broadly-attested hat to fit your head and persona. Hat kits include instruction sheets, aluminum foil and painter's tape for patterning, two pieces of contrasting fabric, three needles, pins, a small spool of thread, a pair of shears, and a piece of soap or a pencil stub for fabric marking. Novice sewer-friendly.

Recreating the Skjoldehamn Belt for Teens

hands-on, braid, belt

Mistress Ciara McRobbie East 1 hour

Thu Jul 31 1:00 PM - 14:00 Teen University

Hands-on class showing how to make a belt similar to the *Skjoldehamn* belt using a 12-strand braiding technique.

Recreating the Skjoldehamn Belt

hands on, fiber arts, crafts, costuming, accessories, viking

Mistress Ciara McRobbie East 1 hour

Thu Jul 31 3:00 PM - 16:00 A&S 3

Mon Aug 4 11:00 AM - 12:00 A&S 3

Materials Limit 10 \$5.00 Wool, braiding board, cotton thread

Hands-on class for beginners. Students will learn how to work a 12-strand braid and in the process, recreate a belt similar to the one found at Skjoldehamn.

Renaissance Italian Camicia (Shift/Chemise)

Magnifica Beatrice Domenici dellaCampana

Northshield 1 hour

Sun Aug 3 12:00 PM - 13:00 A&S 6

Modelled after an extant 16th-C chemise in the V&A Museum, this class will explain the steps needed to make your own Italian *camicia* (women's shift/chemise). Drawing heavily on the (no longer available) Realm of Venus instructions, we will review construction, cutting diagrams, neckline options, and more.

Renaissance Venice by the Colors: Sumptuary Survey

Magnifica Beatrice Domenici dellaCampana

Northshield 1 hour

Sun Aug 3 11:00 AM - 12:00 A&S 6

Unlike most other places in our period, the sumptuary laws of Renaissance Venice were more concerned with prescribing what should be worn by the elite than with prohibiting what should not be worn by those of lower ranks, though women's sleeves were a perpetual source of concern. We will discuss the *togati* of Venice, their distinctive style of dress, the rules which governed their (limited) sartorial choices, and touch on the few other sumptuary laws governing clothing that Venice issued. The instructor will also present possible "creative anachronisms" of how to interpret these dress standards to reflect rank, especially peerage rank, within the Society.

Saree, Not Sorry: Conquer the 8 and 9 Yard Saree
india, costuming
Lady Karayil Nakkan Cani Midrealm 1 hour
Thu Jul 31 10:00 AM - 11:00 Runestone
Thu Aug 7 1:00 PM - 14:00 Runestone
We will focus on several drapes using 8- and 9-yard sarees . They will be a combination of pants and skirt drapes. We'll also discuss adaptations for those who may have dexterity challenges and share tips on how to keep your saree securely in place. Please bring your own saree or 8-9 yards of fabric if you have one. I will have 4 spare sarees available for practice. Be prepared to reach behind your back for some of the drapes, so consider bringing a buddy to assist you. Wearing pants to this class will make it much easier

Smell Like A Minoan
perfume, fragrance, minoan, mediterranean, bronze age, neolithic, ancient, skincare, cosmetics, beauty, bathing, early period
THL Ilaria Rosati Aethelmearc 6 hours
Tue Aug 5 10:00 AM - 16:00 Cosmetics Obscura - Space 45
Handouts Limit 25
Discover the scents of a 4000-year-old Minoan perfume workshop; sample perfume recipes that were recorded on Mycenaean clay tablets. Learn about Assyrian fragrant salves, perfume ingredients carried on board the *Uluburun* shipwreck, and the origins of perfume distillation in Cyprus and Tepe Gawra.
This is a merchant demo, drop in any time during the given hours. Fragrances and ingredients to sample, and handouts to take with you.

Sumptuary Laws in 16th-Century England
england, tudor
Lady Laurensa Silverlock Midrealm 1 hour
Tue Aug 5 12:00 PM - 13:00 A&S 6
We will look at sumptuary laws in England through the 16th century. Who could wear what, from fabrics to furs, penalties for violation, and how to skirt them.

Teen Intro to Hand Sewing
clothing, hand-sewing
Lady Laurensa Silverlock Midrealm 1 hour
Sun Aug 3 11:00 AM - 12:00 Teen University
Handouts Limit 10 \$0.50
Hand sewing is not as daunting as it seems! Learn how to use basic hand sewing to create clothing that is both beautiful and sturdy. Bring a packet of hand sewing needles, a yard of fabric, and a spool of thread.

The Everyday Tudor
european
Lady Laurensa Silverlock Midrealm 1 hour
Mon Aug 4 11:00 AM - 12:00 A&S 6
Handouts Limit 10
Takes a look at wills and inventories to examine what clothing and domestic items were owned by the average Tudor/Elizabethan person. Plus, how to use basics and accessories to create a "capsule wardrobe" to take you from the marketplace to feast.

The History and Development of the Houppelande
european, 14th century, costuming, 14th-century
Lady Barbara Santangelo da Vignola Atenveldt 2 hours
Mon Aug 4 9:00 AM - 11:00 A&S 10
Handouts Limit 15 \$7.00
A discussion of the history and development of the houppelande, the last universal style in Europe for men

PENNSIC WAR LII. A.S. LX

and women. Pattern discussion included. From pictorial sources, we will look at the way the houppelande developed and where it headed in each region of Europe. We will look at two different pattern ideas and what makes them each work.

Viking Age Clothing: Archeological Evidence
european, clothing, viking, norse, research, birka, hedeby, mammen, eura, thorsbjerg, viborg
THL Sunnifa Gunnarsdottir Midrealm 1 hour
Mon Aug 4 5:00 PM - 18:00 A&S 12
Handouts Limit 50 \$5.00
A survey of the major finds of Viking Age clothing, with an emphasis on interpreting the finds to make reasonably accurate reproductions. We will cover Birka, Damendorf, Eura, Hedeby, Mammen, Thorsbjerg, Viborg, and other finds; 45-page handout is available.

Where Shirts Meet Sleeves
Lord Tempus Peregrinator Ealdormere 1 hour
Sat Aug 2 2:00 PM - 15:00 A&S 13
In this class we'll look at the eternal battle to get sleeves to fit a shirt, tunic, and doublet/bodice as well as period and modern techniques to make sleeves fit comfortably and easily. We'll end off with the finer details to fit "set-in" sleeves,

COURT

Æthelmearc Kingdom Court
aethelmearc, court
Mistress Rowena ni Dhonnchaidh Aethelmearc 2 hours
Tue Aug 5 6:00 PM - 20:00 Great Hall
Royal Court for the Kingdom of Æthelmearc, Murdoch & Rioghnach, Rex et Regina, Æthelmearc.

Ansteorra Royal Court
court, royal, royals
Royal Liaison Duchess Siobhan No Kingdom 1 hour
Wed Aug 6 7:00 PM - 20:00 Ansteorra Royal
Ansteorra Royal Court. Wednesday, August 6th, 2025, 7 pm - 8,pm - Ansteorra Royal Encampment.

Atlantia Royal Court
court, royals
Baroness Margaret Lad Atlantia 2 hours
Wed Aug 6 6:00 PM - 20:00 Great Hall
The Court of Their Royal Majesties Abran and Anya, 6:00 pm EDT in the Great Hall.

East Kingdom Royal Court
royals, court
Lady Katla of Viborg East 4 hours
Tue Aug 5 6:00 PM - 22:00 East Kingdom Royal Hall
The Court of Their Royal Majesties Ryouko'Jin of-the-Iron-Skies and Indrakshi Aani Arav, 6:00 pm EDT in the Royal Hall in the East Kingdom encampment.

Middle Kingdom Royal Court
court, royal
Countess Serena Kimbalwyke Midrealm 2 hours
Thu Aug 7 7:00 PM - 21:00 Great Hall
Come experience Middle Kingdom Court at Pennsic! Royal court to be held by Their Royal Majesties Wigthegn and Neassa.

Rhydderich Hael Baronial Social and Court
Baroness Thalia Papillon Aethelmearc 2 hours
Thu Aug 7 5:00 PM - 19:00 Aethelmaerc Fire Pit
Social gathering and court for Baronial populace.

Trimaris Royal Court
royal, royals, court
Royal Liaison Duchess Siobhan No Kingdom 1 hour
Thu Aug 7 6:00 PM - 19:00 Trimaris Royal
Trimaris Royal Court - Thursday, August 7th, 2025 - 6 pm - 7pm - Trimaris Royal Camp, W17-2.

CRAFTS: MISCELLANEOUS

Cuirboulli : Water-Hardened Leather Armor
leather, multiple cultures
Master Cariadoc West 1 hour
Thu Jul 31 10:00 AM - 11:00 A&S 4
Handouts Limit 50
How to make armor from vegetable-tanned leather, using hot water.

Kintsugi : The Art of Japanese Ceramic Repair
ceramics, repair, japanese, kintsugi, gold joinery
Honorable Lord Kumagaya Kentarou Masamoto Aethelmearc 1.5 hours
Wed Jul 30 11:00 AM - 12:30 A&S 11
We'll focus on a brief history of *kintsugi* , compare traditional and modern materials and techniques, and give a small demonstration of some of those techniques.

Orihon : Making Folding Books
Baroness Aldermoureis "Alda" Ventzke Midrealm 2 hours
Tue Aug 5 1:00 PM - 15:00 Teen University
Materials Limit 20
Make an accordion-style of book that was used in Asian countries.

A Scabbard with a Catch
rapier, scabbard, arts and crafts, leather craft, leather
Lord Alexander of Ayr Atlantia 1 hour
Wed Aug 6 4:00 PM - 17:00 A&S 7
Do you want to walk to the battlefield with your sword at your side, but you can't find a scabbard that fits the cap on your rapier without the blade sliding out? Well, let's fix that! This class will teach you how to make a scabbard suitable for a capped rapier. The scabbard's design prevents the blade from sliding out until it is deliberately drawn. I will go over the materials, steps, and techniques needed to make a fully functional scabbard for an SCA-legal rapier so that you can make one for yourself.

Amber: Northern Gold
amber, jewelry, medicine, trade, hands-on
Amber Nightstalker No Kingdom 1.5 hours
Sun Aug 3 12:00 PM - 13:30 A&S 11
Wed Aug 6 10:00 AM - 11:30 A&S 10
Handouts Limit 25
Materials Limit 25 \$5.00 raw amberpolishing materials

Amber has played an important part in history. It was sought after not only for decoration, but also used as a talisman or amulet, used medicinally to treat a variety of ailments, and used as currency for trade. Participants will be taught how to take a piece of raw amber and begin to shape and polish it to bring out the natural unique qualities of each piece of history. While you are busy shaping away, there will be a casual discussion on historical and mythical relevance.

Art Forgery or the Real Deal?
art, arts, arts & sciences, arts and crafts, forgery, hands-on
Sazia de Sarro known as Dasani Midrealm 1.5 hours
Wed Jul 30 9:00 AM - 10:30 A&S 10
Sat Aug 2 9:00 AM - 10:30 A&S 10
Materials Limit 20 \$5.00 Handouts, materials for the class to make the test pieces (chemicals, paints, grounds, chemicals for testing)
Introduction to forgery in art and 3 simple tests that art museums can use to determine if a work is the real deal or a forgery. Class is hands-on due to testing samples of works of art to determine authenticity! **18+ Adults Only! Use of chemicals in order to do testing of samples to determine authenticity.**

Beaded Flowers 101: Rose
beads, european, beading, 16th-century, italy, venice, hands-on
Lady B'Gen Van der Sterren Midrealm 2 hours
Tue Jul 29 3:00 PM - 17:00 A&S 11
Handouts Limit 50
Materials Limit 25 \$2.00 beads, wire, yarn
Make a miniature rose in the style of beaded flowers of 16th-century Venice. If you have need for a beaded

pliers/wire cutters, please bring them to class.
Not recommended for youth.

Beaded Flowers 102: Tulip

beads, european, beading, 16th-century, italy, venice, hands-on

Lady B'Gen Van der Sterren Midrealm 2 hours
Mon Aug 4 3:00 PM - 17:00 A&S 11

Handouts Limit 50

Materials Limit 25 \$2.00 beads, wire, yarn

Make a miniature tulip like beaded flowers of 16th-C Venice. If you have needle-nosed pliers/wire cutters, please bring them to class. **Not recommended for youth.**

Beaded Flowers 301: Iris

beads, european, beading, 16th-century, italy, venice, hands-on

Lady B'Gen Van der Sterren Midrealm 3 hours
Wed Jul 30 2:00 PM - 17:00 A&S 11

Handouts Limit 50

Materials Limit 15 \$2.00 beads, wire, yarn

Make a miniature iris in the style of beaded flowers of 16th-century Venice. If you have needle-nosed pliers/wire cutters, please bring them to class. Not recommended for youth. Take a beginner(100) class first; this is a more advanced technique.

Beaded Flowers 302: Sunflower

beads, european, beading, 16th-century, italy, venice, hands-on

Lady B'Gen Van der Sterren Midrealm 3 hours
Wed Aug 6 2:00 PM - 17:00 A&S 11

Handouts Limit 50

Materials Limit 15 \$2.00 beads, wire, yarn

Make a sunflower in the style of beaded flowers of 16th-century Venice. If you have needle-nose pliers/wire cutters, please bring them to class. **Not recommended for youth.** Take a beginner(100) class first; this is a more advanced technique.

Beginning Silk Banners

multiple cultures

Warder Michaela Isabella Botticelli Midrealm 5 hours
Fri Aug 1 9:00 AM - 14:00 A&S 10

Handouts Limit 12

Materials Limit 12 \$5.00 For the silk fabric, dyes

Create a small version of a silk banner. **Age 18+**

Adults Only! Permanent dyes and sharp objects

Bone Carving

bone, carving, bone working, bone carving, bone carving technique, primitive bone work, viking bone jewelry, period toolwork

Lord Valdis of Gotland Aethelmearc 2 hours

Wed Jul 30 3:00 PM - 17:00 A&S 6

Fri Aug 1 2:00 PM - 16:00 A&S 10

Sat Aug 2 12:00 PM - 14:00 A&S 10

Tue Aug 5 3:00 PM - 17:00 A&S 10

Handouts Limit 15 \$1.00

Sharing over 40 years of carving experience in wood, bone, horn, ivory and stone. We will cover making your own medieval-style tools, choice of materials and how they react, pattern layout and tool techniques. We will review modern tools that are similar to the Mastermyr Tool Chest and other medieval sources. I will give you all my resources and lessons learned in a handout in an attempt to shorten your learning curve.

Due to not enough tools for a class and the fact that all tools are sharp enough to cut bone and flesh, this will be a lecture only. If students bring their own bone material, we may have time at the end of the class for them to try some of my tools at their own risk. We believe knowledge is to be shared and we share all techniques, suppliers and want to help you start your new journey.

18+

Adults Only! Very sharp tools.

Build Your Own Catapult and Target

Laura East 1 hour

Thu Jul 31 1:00 PM - 14:00 Family Point

Thu Aug 7 11:00 AM - 12:00 Family Point

Have you ever wanted to build your own catapult? Observe and discuss the function of different models of catapults, then use various materials (straws, spoons, Popsicle® sticks, rubber bands, tape, cups, etc.) to construct your own catapult and target. Finally, test the

distance your catapult will launch cotton balls. You can keep your catapult and target!

Chain Mail 101

THL Sunnifa Gunnarsdottir Midrealm 1 hour

Tue Aug 5 4:00 PM - 17:00 Teen University

Materials Limit 10 \$5.00 \$5 covers 2 pairs of pliers and a pile of chainmail links. Feel free to bring your own.

A basic introduction to making chain mail from pre-made links. Students will learn how to open and close links so they are tight. Students will also learn how to make plain and box chains.

Chain Mail 102

chainmail, chain, byzantinechain

THL Sunnifa Gunnarsdottir Midrealm 1 hour

Thu Aug 7 1:00 PM - 14:00 Teen University

Materials Limit 6 \$5.00 \$5.00 fee covers 2 pairs of pliers and a pile of chainmail links.

Students will build on what was learned in Chain Mail 101 to make Byzantine chain. Then students will learn how to make the building blocks for chain mail armor.

Children's Fête

childrens fete, childrens activities, family fun

Acting MOY Katherine of the Doves Atlantia 3 hours

Wed Aug 6 10:00 AM - 13:00 Great Hall

King Abran and Queen Anya, gracious Monarchs of Atlantia, extend an invitation to the children of the Knowne World to attend the Annual Knowne World Children's Fête XXVI.

The Fête is at 10 am to 1 pm on Wednesday of War Week, A.S. LI (modernly known as August 6, 2025) in the Great Hall. This event is designed for children ages four and older.

Preregistration will be available beginning at 9 am at the Great Hall. The event will be filled with a variety of arts and crafts, ongoing activities and live performances to amuse and delight. We may have some activities that involve water, so please make sure your young ones are dressed appropriately. There will be a light snack and drinks available for children and their parents. Parents / Guardians, everyone must show a medallion and you must remain with your child at the Fête. Due to the large number of children attending, organizers cannot be responsible for food allergies or other health issues. We ask that children do not bring personal items as the organizers will not be responsible for lost, broken or stolen items and sad faces.

Small children (and their adults) still in the Hall at 1:05 pm shall be pressed into service for clean up.

Volunteers Needed:

Volunteers are always needed for the Fête! We have need of gentles to help with activities that need additional people. Gentles are needed to set up, help clean up and to provide general help (i.e., signing in children, relief staff, etc.). We can never have too many people helping. We ask that volunteers be at The Great Hall at 9 am for set up, and clean up should be done by 2 pm. Volunteers who will be registering children, please come to the Great Hall around 8:30 for training! Please consider giving your time to ensure the children have a magnificent time! Without the generous volunteers who give of their time and energy each year, the party would not happen. We request that you wear something pink to honor the Fête's founder, Duchess Arielle of Atlantia.

Volunteers may join the Fête's volunteer group at <https://www.facebook.com/groups/PennsicChildrensFete>

/ contact Mistress Katherine La Douce, keparker97@gmail.com or 843-655-6462

-- or --

Mistress Cairistiona, (540) 846-5357

Chip Carving 101

wood carving, carving, chip carving, chip, wood work, woodworking, woodcarving, beginners

Lord Valdis of Gotland Aethelmearc 1.5 hours

Thu Jul 31 1:00 PM - 14:30 A&S 10

Fri Aug 1 11:00 AM - 12:30 A&S 11

Handouts Limit 20 \$1.00

Materials Limit 10 \$21.00 Poplar practice board with laser etched design - \$5.00. BeaverCraft Chip Carving knife - \$15.00. Handout fee -\$1.00

Basic chip carving instructions and hands-on. We will have basic BeaverCraft chip carving blades available for your use and/or purchase. We will be practicing on poplar with laser-etched patterns that you can take home with you as a learning aid and to improve your skill. We will cover wood choices, layout options, tool selection and technique as well as sharpening techniques. The patterns will be geometrical as well as some free-hand patterns to work on our angles and challenge you in class.

This class will be using wood cutting tools that are sharper than razor blades; caution and control will be needed and **no one under 18 years of age may use a blade**. Cost is \$6.00 without the BeaverCraft Chip Carving knife from Ukraine; you will get a poplar 16" x 5½" x ¾" practice board with etched patterns.

You may bring your own knife and we will try to incorporate it.

We believe knowledge is to be shared and we share all techniques, suppliers and want to help you start your new journey. **Adult only.**

Adults Only! Carving with razor sharp tools.

Crafters' Green at Midrealm Royal

crafters green, open to all, a&s, arts & sciences, all are welcome

Countess Serena Kimbalwyke Midrealm 4 hours

Mon Jul 28 11:00 AM - 15:00 Midrealm Royal

Tue Jul 29 11:00 AM - 15:00 Midrealm Royal

Wed Jul 30 11:00 AM - 15:00 Midrealm Royal

Thu Jul 31 11:00 AM - 15:00 Midrealm Royal

Fri Aug 1 11:00 AM - 15:00 Midrealm Royal

Mon Aug 4 11:00 AM - 15:00 Midrealm Royal

Their Royal Majesties of the Midrealm, King Wigthehn and Queen Neassa, will proudly sponsor a Crafters' Green at Pennsic War 52. This activity is open to all artisans from all Kingdoms!

The Crafters' Green is a place where artisans can come to work on their projects with other artisans. It is also a great place for the populace to observe the working artisans and geek out with them about Arts and Sciences.

The Crafters' Green will be held at Midrealm Royal encampment where tables, chairs, water, and lemonade will be provided. (Please bring your own mug!) No need to sign up, but table space is on a first-come, first-served basis. There is shade available for most of the day as well. In case of inclement weather, the Crafters' Green will be held in the big tent at Midrealm Royal Encampment (or it may be cancelled or postponed, in which case a post will be made to the SCA Kingdom of the Middle Facebook page and a sign will be posted outside of Midrealm Royal).

Please join us on these dates at Midrealm Royal Encampment from 11 am to 3 pm:

Monday, July 28

Tuesday, July 29

Wednesday, July 30

Thursday, July 31

Friday, August 1

Monday, August 4

If you have questions about the Crafters' Green, please feel free to contact me here on Facebook or at serenasbugs@gmail.com. Or visit this link for an info and FAQ document: <https://tinyurl.com/Craftpersons-Green-Info>

Thank you for your interest in the Crafters' Green! I hope to see you there!

Countess Serena Kimbalwyke

Pennsic 52 Crafters' Green Coordinator

Creating Asian Stab Binding Books

Baroness Aldermoureis "Alda" Ventzke Midrealm 2 hours

Sun Aug 3 1:00 PM - 15:00 Teen University

Materials Limit 20

Create one or more Asian Stab Binding books which was used in several Asian countries. Learn the basics for this style and then how it can be enhanced.

Finding and Processing Materials for Period Arrows
archery, arrow making, forestry
Forester Eirik Gralokkr Atlantia 2 hours
Fri Aug 1 12:00 PM - 14:00 A&S 8
Handouts Limit 15 \$2.00
Materials Limit 15 \$3.00 Raw materials (shafts, feathers) for class use and a handout, provided at cost.
Everything one needs to make period arrows can be found in nature, but it helps to know what to look for. In this class I combine Forestry and Archery with a focus on finding and processing bamboo/cane and coppiced wood as materials for arrow shafts, and wild or domestic turkey feathers as fletching. I'll show examples of these materials and finished arrows made from them, then demonstrate how to process and straighten shafts and how to peel, apply, and trim feathers with hands-on practice. Time permitting, I'll also describe various ways to construct nocks and talk about making metal or bone points.

Fingerloop Braiding
loop-braiding, braids, medallion cords, arts and crafts
Mistress Rhiannon y Bwa Aethelmearc 1 hour
Thu Jul 31 10:00 AM - 11:00 Bog U
Fingerloop braiding is a fast way to make narrow cords with a bit of string. This class is taught by Lois Swales, one of the authors of CA 108, "Fingerloop Braiding". Class includes updated info on online sources and videos. This is very very hands-on. Good not only for beginners but for anyone who has forgotten how to do this. Also great for making pretty braided cords to hold your Pennsic medallion.

Goldwork Brocade Tablet Weaving
card weaving, goldwork
HL Laska Koudelka Trimaris 1.5 hours
Wed Jul 30 11:00 AM - 12:30 A&S 6
Tue Aug 5 10:00 AM - 11:30 A&S 6
Materials Limit 10 \$40.00 Backstrap loom, two types of shuttles, tablets, pearl cotton, imitation gold thread, some real gold thread
For the class you need to have basic familiarity with tablet weaving. We will go over the tools and how to interpret a pattern and then start project with a basic design. Make sure to wear a belt, because we will use a back strap loom set up. If you can't afford the class fee, you can try your hand on my loom at the end of the class.

Guild of St Severus
Lady Staeina Knytir Atlantia 1 hour
Mon Aug 4 4:00 PM - 17:00 A&S 7
Meeting of the East Kingdom knitting guild. This will be a particularly important meeting after missing a few years! Bring a project, bring a friend, bring a friend's project.

Henna for Skin: Mixology and Application
multiple cultures, cosmetics, art
THL Ghazalah al-Badriyyah East 1 hour
Wed Jul 30 10:00 AM - 11:00 A&S 11
Handouts Limit 20 \$0.50
Materials Limit 25 \$5.00 Material is one cone of fresh henna paste. Handout is my recipe and mixing instructions.
Learn how to find good, safe henna and get a proven and flexible recipe you can tailor to suit your needs. Seeing someone else mix their own henna was the thing that made it finally "click" for me, so we will make up a batch during class.

Henna for Skin: Mixology and Application
multiple cultures
THL Ghazalah al-Badriyyah East 1 hour
Mon Aug 4 10:00 AM - 11:00 Peacock's Nest - Space 41
Handouts Limit 25 \$1.00
Materials Limit 20 \$5.00 Material is one cone of fresh henna paste. Handout is my recipe and mixing instructions.
Learn how to find good henna and get a proven and flexible recipe you can tailor to suit your needs. Then we'll practice applying it, with tips and guidance from a veteran artist. We will mix some henna in class, which for me was the hardest part to learn. Everyone gets a

cone of paste to use and take with them. Bring a chair, or there's plenty of shaded ground.

Henna History
multiple cultures, cosmetics, art
THL Ghazalah al-Badriyyah East 1 hour
Wed Aug 6 10:00 AM - 11:00 Peacock's Nest - Space 41
Handouts Limit 10 \$10.00
Learn how and why henna was used in period, including cultures, traditions, materials, and techniques. Bring a chair, or there's plenty of shaded ground.

Henna History
multiple cultures, cosmetics, art
THL Ghazalah al-Badriyyah East 1 hour
Thu Jul 31 10:00 AM - 11:00 A&S 6
Handouts Limit 5 \$10.00
We'll discuss the multicultural history of henna as used for hair, cloth dye, and for body art.

Henna Party
arts, party, middle eastern, multiple cultures
THL Ghazalah al-Badriyyah East 1 hour
Sat Aug 2 10:00 AM - 11:00 A&S 11
Materials Limit 25 \$5.00 a starter cone of fresh henna paste. If you are allergic to lavender, apples, tea tree, or lemongrass, PLEASE contact the teacher ahead of time so I can make some that you can use.
In henna-using cultures, people always henna themselves and each other for celebrations. Bring your own all-natural henna paste, or buy a fresh cone from the teacher, and draw on yourselves and each other, guided by a professional henna artist who originally learned henna herself at Pennsic 22. *If you are allergic to lavender, apples, tea tree, or lemongrass, please contact the teacher ahead of time so I can make some that you can use.*

Horn Carving
horncarving, horn carving, horn, carving, hornwork, cowhorn, carve, tool usage, period toolwork
Lord Valdis of Gotland Aethelmearc 2 hours
Thu Jul 31 3:00 PM - 17:00 A&S 11
Sat Aug 2 3:00 PM - 17:00 A&S 10
Thu Aug 7 11:00 AM - 13:00 A&S 10
Handouts Limit 12 \$1.00
Materials Limit 10 \$20.00 Handout - \$1.00 Medium sized horn - \$20.00

Over 20 years of carving horn with traditional tools will be shared with you with material and tool selection from start to finish. We will cover layout, stop cuts, material removal and detailing and finish. Medium-size horns will be available at a cost of \$20 to practice on if desired. I will have an assortment of period hand tools with blades, gravers and files for you to try on your horn. Students do not have to purchase a horn and can bring their own horn and blades if desired or simply enjoy the instruction. I will share tips and tricks for period techniques and finish, and we will also cover some modern tools and how they are used, for those that find power tools more convenient. This class will primarily cover relief carving, but we will cover ink inlay and some horn manipulation.
There is horn available on site and blade sellers that I use every Pennsic. I will share all of my suppliers both on site, online and direct order. We believe knowledge is to be shared and we share all techniques, suppliers and want to help you start your new journey. **Age 18+.**
Adults Only! Razor sharp tools.

How to Carve a Viking Pig-Dog
wood carving
Master Nigel leHaie Midrealm 1 hour
Sun Aug 3 3:00 PM - 16:00 Bog U
Handouts Limit 6
Materials Limit 6
In CE 2024, a Viking toy was discovered in an archeological dig in Iceland. It was carved out of a soft volcanic stone called *tuff*. *The archeological community is presently arguing as to what this critter actually is. Is it a pig, dog or a bear? I have no idea. It is definitely not a duck; possibly a pig-dog.*
Adults Only! Very sharp tools

Introduction to Islamic Bookbinding
bookbinding, bookmaking
Honorable Lady Melike bint Nikola Midrealm 1.5 hours
Sun Aug 3 10:00 AM - 11:30 A&S 3
Embark on a fascinating journey into the exquisite art of Islamic bookbinding. Participants will delve into the fundamentals of bookbinding terminology, gain insight into the significance of written language in Islamic cultures, and delve into the intricacies of crafting a 15th-century Islamic-style book. **Age 16+.**
Adults Only! Not suitable for anyone under 16.

Japanese Stab Bookbinding
bookbinding, hands on
Lord Tw Aethelmearc 1 hour
Mon Jul 28 10:00 AM - 11:00 Livonia
Smithery
Tue Jul 29 10:00 AM - 11:00 Livonia
Smithery
Wed Jul 30 10:00 AM - 11:00 Livonia
Smithery
Thu Jul 31 10:00 AM - 11:00 Livonia
Smithery
Fri Aug 1 10:00 AM - 11:00 Livonia
Smithery
Sat Aug 2 10:00 AM - 11:00 Livonia
Smithery
Sun Aug 3 10:00 AM - 11:00 Livonia
Smithery
Mon Aug 4 10:00 AM - 11:00 Livonia
Smithery
Tue Aug 5 10:00 AM - 11:00 Livonia
Smithery
Wed Aug 6 10:00 AM - 11:00 Livonia
Smithery
Thu Aug 7 10:00 AM - 11:00 Livonia
Smithery
Fri Aug 8 10:00 AM - 11:00 Livonia
Smithery
Materials Limit 12 \$5.00 Paper
Making a Japanese stab book by hand. **18+. Under 18 with permission.**
Adults Only! Under 18 by permission,

Leather Coronets: Light, Bright and Beautiful
accessories, multiple cultures, leather craft
Maister Brendan Firebow East 1 hour
Fri Aug 1 10:00 AM - 11:00 A&S 11
Handouts Limit 15
Come learn about an alternative to metal coronets. Discuss ideas on how to make and decorate them. This often ends up becoming a roundtable discussion of ideas, techniques, etc.

Life-Sized Cardboard Castle Building
Laura East 2 hours
Fri Aug 1 1:00 PM - 15:00 Youth University
Children will discuss castles throughout history and their features, and then, as a group, build one or more kid-sized castles using cardboard boxes.

Make-and-Take SCA Memory Boxes
Laura East 1 hour
Thu Jul 31 2:00 PM - 15:00 Family Point
Using shoe boxes for younger children (3+ are welcome!) and tissue boxes for older children, decorate and take your own SCA memory boxes. Kids will be given stickers and other art supplies to decorate their boxes and can also draw or write down memories from Pennsic 52. These boxes can be filled through the year and brought back next year to talk about what they have done while making a new box.

Make-and-Take Veil Pins and Roman Fibulas
make and take, veil pins, fibula
Baroness Aranwen verch Rhys Gwalter Aethelmearc 2 hours
Thu Aug 7 9:00 AM - 11:00 A&S 13
Handouts Limit 40
Materials Limit 20 \$10.00 Pre-made veil pins, wire, glass beads, findings, use of hand tools.
Feel the need to create? Come and join us to make veil pins and Roman fibulas to use as pins for your garb!

Glass-tipped stainless steel veil pins will be available for purchase which can be enhanced with more beads; instruction for a simple Roman Fibula will be available along with lampwork and general beads for decoration. Come and make something fun!

Medieval Book Binding Over Raised Cords

bookbinding, bookmaking, arts and crafts
Lady Tangwystl verch Gruffydd Midrealm 3 hours
Mon Aug 4 12:30 PM - 15:30 Kingdom Ansteorra - BFT
Handouts Limit 7 \$2.00
Materials Limit 7 \$8.00 book boards, PVA glue, paper, thread, cords, suedecloth cover, end papers
Hands-on class to create a hard-cover "leather-bound" book over raised cords. (Suedecloth will be used instead of actual leather for this class.) All materials provided, with take-home tool kits available at cost: \$5 for tool kit, \$5 for binding frame, \$5 for book press.

Nålbinding Consultations

nalbinding, multiple cultures, handicraft, research
HL Laska Koudelka Trimaris 1 hour
Thu Aug 7 12:00 PM - 13:00 Fiber Arts Pavilion - Atlantean Royal
I will work with you on any your nålbinding needs, refreshing a stitch you learned, pointing you to the resources that will help you to continue learning, and sharing research.

Natural Hair Dye: Henna and Beyond

multiple cultures
THL Ghazalah al-Badriyyah East 1 hour
Tue Aug 5 10:00 AM - 11:00 Peacock's Nest - Space 41
Learn how to use period dye techniques and materials to make your hair red, black, brown, or just shinier, healthier, and longer than ever. We'll focus on henna but explore other herbs to color and protect hair naturally without dangerous chemicals. Some supplies will be available at the class. **Bring chairs.**

Quilling

teen, teenu, quilling
Dame Elizabethes Alles Midrealm 1 hour
Tue Aug 5 11:00 AM - 12:00 Youth University
Materials Limit 10 \$3.00 quilling paper and tools
Learn how to create artwork using small coils of paper! All supplies will be made available in class. In class, you will learn the basics of making quilled shapes, how to attach them to your base, and create an image. With a bit of imagination, there is no limit to what you can create!

Rapier Hangers, Sword Belts and How to Wear Them

accessories, multiple cultures
Maister Brendan Firebow East 1 hour
Mon Aug 4 1:00 PM - 14:00 A&S 1
Handouts Limit 15
Interested in wearing your sword in a period fashion, and not smacking everyone with it as you walk around? Come learn! We will also discuss making hangers, sword belts, and scabbards.

Rose Petal Bead Making

rose beads, rose, beads
Perrin Mansfield Atlantia 1 hour
Tue Jul 29 11:00 AM - 12:00 A&S 11
Handouts Limit 25 \$2.00
Materials Limit 20 \$8.00 Roses, Rose Water. Gum Arabic, Honey, various implements, gloves
Learn the ancient art of turning roses into forever beads. This is a perfect way to keep flowers from special occasions. In this one-hour class you will learn several theories about the origin of this practice, then use various tools and techniques to craft beads from rose petals. Each participant will make several beads to take. Please note that beads will take a few days to dry completely, then they will last indefinitely. **Ages 12+.** Younger participants may join the class with participating adult.

Secret Codes and Hidden Messages

Laura East 1 hour
Thu Aug 7 10:00 AM - 11:00 Family Point
Students will learn how to code and de-code secret messages using various encryption tools like Caesar's ciphers and *scytales* (wrapping the message around a rod). Students will make and can keep their own decoding tools.

Silk Painting Basics and Some History to Boot!

#silk, #paining, #batik
Laurie Anne Parr East 1.5 hours
Mon Aug 4 3:00 PM - 16:30 A&S 10
Handouts Limit 15
Materials Limit 15 \$5.00 For Supplies that were purchased to conduct this class
Silk painting traces its origins to ancient China where the use of silk was first discovered and cultivated. The delicate fabric, prized for its smooth texture and luminous quality, became an ideal canvas for artistic expression. Over time, this craft evolved, weaving together intricate techniques and cultural influences to create masterpieces that continue to mesmerize the world.
In this class you will learn the basics of applying gutta resist to silk and the process that is used to create your own design! I have been also able to procure the tools to show you some about *batik*. This technique can date back as far as the 4th Century BC found in Egypt where it was used to wrap mummies; wax was applied to the linen used then scratched at with a stylus.

The Impossible Braid

leather craft
Lord Phoebeus Craythorne Aethelmearc 2 hours
Wed Jul 30 1:00 PM - 15:00 A&S 10
Wed Aug 6 1:00 PM - 15:00 A&S 10
Learn how to take a single piece of leather and weave it into a decorative bracelet or strap for bags.

With These Knots I Bind My Camp

string, knot tying
maister Broom Aethelmearc 2 hours
Sat Aug 2 10:00 AM - 12:00 Debatable Lands (N10)
On Fletcher's Road
Before cordless drills and screws, before plentiful cheap nails, even before glue, there was knotted cord holding our lives together. Sadly, most of us barely know how to tie even two or three knots. My guarantee: you will learn to master a small handful of knots that will meet almost every need you may have in camp - or double your money back!

DANCE: EUROPEAN

Barriera da Il Ballarino

ballo, italy, 16thc, 16th-century, dance, 16th-century italian
Mistress Rebecca da Firenze West 1 hour
Sat Aug 2 4:00 PM - 17:00 European Dance Tent
Come learn a charming *balletto* in the form of fighting at the barriers! Opportunities to slap your partner's hands included. (But only when the dance says to!) Dancers of all ages welcome. Intermediate to advanced; if you're familiar with 16th-century Italian steps, or very familiar with another dance style, you should be fine.

Belfiore : A Different Perspective

original reconstruction, ballo, 15th century italian, 15th century dance, belfiore
THL Conandil ingen Donngaile No Kingdom 1 hour
Wed Jul 30 12:00 PM - 13:00 European Dance Tent
Belfiore is a fun and interactive 15th-century Italian *ballo* choreographed for three dancers. Depending on the manuscript used, a few different interpretations and reconstructions are quite possible. During this class I will be teaching my reconstruction from the PnD manuscript. Special attention to the *filo* (file) aspect of the instructions will be given as we learn this dance. Familiarity with 15th-century footwork is helpful, but not required.

Contentezza D'Amore

european, dance, 16th century, 16th-century italian
Mistress Rebecca da Firenze West 1 hour
Fri Aug 1 3:00 PM - 16:00 European Dance Tent
Come learn *Contentezza D'Amore*, one of the most beautiful of the 16th-century *balli*! I will be teaching the version from *Nobiltà di Dame*, Signor Caroso's second book, wherein he corrects all the errors of his first. If you think you already know it, be warned! Dancers of all ages welcome. This is an advanced class.

Contrapasso da Farsi in Ruota

european, 16th-century italian, all ages welcome
Mistress Rebecca da Firenze West 1 hour
Sat Aug 2 1:00 PM - 14:00 European Dance Tent
Come learn *Contrapasso da Farsi in Ruota*, a lovely *ballo* from *Nobiltà* in the style of earlier *contrapassi*. Dancers of all ages welcome. Prior dance experience helpful but not required; we will be teaching steps. If we finish early, I will also teach *Villanella*.

Coranto d'Espagne

european dance
Duchessa Diana Alene Tregirtse East 1 hour
Mon Aug 4 11:00 AM - 12:00 European Dance Tent
The *Coranto d'Espagne* (1565) is the only known complete choreography for this dance style. Like the Elizabethan *Almans*, it contains many figures that are used in the developing ECD repertoire. Also, lots of fun!

Cuckolds all a Row and Picking of Sticks

english country dance, european dance
Ariana de Gallo No Kingdom 1 hour
Tue Jul 29 3:00 PM - 16:00 European Dance Tent
Come learn some intermediate ECD including *Cuckolds all a Row* and *Picking of Sticks*. Beginners welcome.

Eleanor's Ribbon Dance (or Fettucine for Five)

Magnifica Helena Hrolfsdottir Atlantia 1 hour
Wed Aug 6 11:00 AM - 12:00 European Dance Tent
Come and learn *Il Ballo d'Eleanor con Fettucine per Cinque*, a new ribbon dance for five people written in the style of 15th-century Italian dances by Master Domenico. Prior experience with Italian dance steps will be helpful but not necessary.

Fortunosa : A Fascinatingly Different Bassadanza

Countess Judith de Northumbria West 1 hour
Tue Jul 29 2:00 PM - 15:00 European Dance Tent
Come learn a captivating, titillating ballet for sets of four people in which no one ever stands still! Intermediate-advanced.

Voltati in Ça, Rosinal

european dance, 15th century italian, beginner friendly
Mistress Rebecca da Firenze West 1 hour
Mon Aug 4 3:00 PM - 16:00 European Dance Tent
"Hey, look over here, Rosinal!" *Voltati* is a fun, playful dance for three people of intermediate difficulty. Come learn it! If we have extra time we will look at *Vita di Colino* (Colin's Life), another 15th-century three-person dance set to a popular song of the time. Both dances will be done at the Italian Revel; all ages welcome!

Whirligig

european dance, english country dance, 16thc, advanced, intermediate
Ariana de Gallo No Kingdom 1 hour
Tue Jul 29 4:00 PM - 17:00 European Dance Tent
This is a slightly more advanced English Country Dance, but beginners are welcome to join!

A Few More Bransles

Evelynne Merrymet Atlantia 1 hour
Thu Aug 7 3:00 PM - 16:00 European Dance Tent
Here we will do three more French bransles: *Horses*, *Maltese*, and *Charlotte*. *Horses* and *Maltese* are pretty easy but *Charlotte* requires remembering a sequence of steps. We will be using the SCA version of the *Maltese* bransle; there are other versions. Come play, the English and Italians can't have all the fun!

A Flirty Foursome: *Legiadra*

european, negri, italy, renaissance, dance
Countess Judith de Northumbria West 1 hour
Tue Jul 29 12:00 PM - 13:00 European Dance Tent
This elegant dance for four allows lots of opportunities to interact with both your partner and your opposite!
Intermediate/advanced.

A Fun Threesome: *Belfiore*

european, 15thc, dance, italy, beginner, renaissance
Countess Judith de Northumbria West 1 hour
Thu Aug 7 1:00 PM - 14:00 European Dance Tent
Come learn a sassy 15th-century threesome, *Belfiore* , a popular, highly entertaining dance! All levels welcome!

A Silly Skirmish for Five: *Verceppe*

european, ballo, italy, 15thc, 15th-century, dance
Countess Judith de Northumbria West 2 hours
Wed Jul 30 4:00 PM - 18:00 European Dance Tent
Come learn this fun dance, an original, danced battle between the sexes from the 15th century. For intermediate/advanced dancers, or adventuresome ones.

Advanced Dance: *Fia Guilemina* for Four

european
Countess Judith de Northumbria West 2 hours
Thu Jul 31 4:00 PM - 18:00 European Dance Tent
This delightful passion play for four people represents one of the most challenging, yet gratifying, dances of the 15th century. Test your mettle!

Advanced English Country: *Parsons Farewell*

dance, european dance, advanced, english country, english country dance
THL Sonya Flicker (Patches) Atlantia 1 hour
Tue Aug 5 5:00 PM - 18:00 European Dance Tent
Learn an advanced English Country dance: *Parson's Farewell* . This is an unique and fun dance.

Advanced English Country: *Step Stately*

dance, european dance, english country, english country dance, advanced
THL Sonya Flicker (Patches) Atlantia 1.5 hours
Tue Jul 29 5:00 PM - 18:30 European Dance Tent
Learn an advanced English Country Dance: *Step Stately* . You should know basic English Country steps for this dance.

Advanced English Country: *St Martin's*

dance, european dance, english country, english country dance, advanced
THL Sonya Flicker (Patches) Atlantia 1 hour
Mon Aug 4 4:00 PM - 17:00 European Dance Tent
Learn an advanced English Country dance: *Saint Martin's* . This is an unique and fun dance.

All Age Dance: Lines and Circles

Wilhelm Larsson East 1 hour
Sat Aug 2 10:00 AM - 11:00 European Dance Tent
Come learn some dances done in large groups. Some are just patterns, and others are chances to be a mime.

All Ages Dance: *Chirantana* or *Italian Chaos 2*

Wilhelm Larsson East 1 hour
Mon Aug 4 10:00 AM - 11:00 European Dance Tent
This will teach a set of simple steps and patterns that will get one ready to do an amazing and fun folk dance.

All Ages Dance: *Italian Chaos*

Wilhelm Larsson East 1 hour
Fri Aug 1 10:00 AM - 11:00 European Dance Tent
This is a chance to learn very simple dance steps that are all one needs to know to do an Italian dance. They can be as simple or as complicated as the dancers desire. Knowing these allow the students to dance at balls and are starting points to learn other dances.

All Ages: Bouncy Dances

dance, european dance, beginner, youth, family, parent/child
Mongfind Filla Colin West 1 hour
Sun Aug 3 10:00 AM - 11:00 European Dance Tent
Wed Aug 6 10:00 AM - 11:00 European Dance Tent

Dancing for everyone! Expect lots of bouncing and circles. Parents and children (and random people!) are all very welcome, I will aim the class at whoever shows up. Teaching will be quick and unfussy, and you will learn dances to do at the balls!

All In for *Almains*

european dance, almain, beginner, 16th-century, 16thc
Barbetta de Berkeley Midrealm 1 hour
Sat Aug 2 5:00 PM - 18:00 European Dance Tent
If you can walk or move forward you can dance an *Almain* ! No partner needed and no previous dance experience necessary. Come learn about this type of dance and practice a few different *Almains* with us as they might have been danced in the later SCA period.

Ball Prep: Italian Revel

Mistress Rebecca da Firenze West 1 hour
Mon Aug 4 1:00 PM - 14:00 European Dance Tent
Come learn some of the dances to be done at the Italian Revel! Dances will be taught by request or teacher's inspiration if there are no requests. All ages welcome.

Ball Set Up

volunteer, dance, ball
Pennsic Euro Dance Staff No Kingdom 1 hour
Fri Aug 1 8:00 PM - 21:00 European Dance Tent
Sat Aug 2 8:00 PM - 21:00 European Dance Tent
Sun Aug 3 7:00 PM - 20:00 European Dance Tent
Mon Aug 4 8:00 PM - 21:00 European Dance Tent
Wed Aug 6 8:00 PM - 21:00 European Dance Tent
Thu Aug 7 7:00 PM - 20:00 European Dance Tent
This time is reserved for the night's ball leaders to set up the dance tent for their ball. Ball leaders can decorate, set out refreshments, or post flyers for the set list during this time.

Beginner *Bassadanza* : *Bassadanza Catalina*"

european
Countess Judith de Northumbria West 1 hour
Sat Aug 2 11:00 AM - 12:00 European Dance Tent
Come and learn the slow and sexy basics of *bassadanza* , the Queen of the Dance, via a dance created for a pregnant friend! No experience necessary!

Beginner 15th-Century English Dances

european, 15thc, 15th-century, england, dance, beginner
Countess Judith de Northumbria West 1 hour
Wed Jul 30 11:00 AM - 12:00 European Dance Tent
Fun for beginner dancers! Different versions of the fun 15th-C English dances *Oringe* and *Grene Gynger* . All footwork taught; suited for all levels!

Beginner Dance Drills: Improving Your Dancing

european, beginner, dance
Countess Judith de Northumbria West 1 hour
Tue Aug 5 2:00 PM - 15:00 European Dance Tent
Are you a beginning dancer and want to better understand footwork while improving balance and endurance? Dancers should know singles and doubles. This class will do all that and more!

Beginner Dance for Families

european dance, family, parent/, youth, beginner, dance
Richard de Troyes East 1 hour
Tue Aug 5 10:00 AM - 11:00 European Dance Tent
Some simple steps and dances will be taught to introduce children of all ages and their families to period European dancing. No experience needed. All youth must be accompanied by a responsible adult.

Beginner Dance: *Burgundian*

european, beginner, dance, 15thc, burgundy, france
Mistress Rebecca da Firenze West 1 hour
Thu Aug 7 2:00 PM - 15:00 European Dance Tent
Learn slow, simple, and elegant dances from the Court of the Dukes of Burgundy! Beginners welcome, all ages welcome. We will be doing *Danse de Cleves* and *Franchoise Nouvelle* .

Beginner Dance: *Petits Vriens* Two Ways!

european, ballo, 15thc, italy, 15th-century
Countess Judith de Northumbria West 1 hour
Thu Jul 31 11:00 AM - 12:00 European Dance Tent

Come try two different versions of *Petits Vriens* , one for three people and the other for three couples! All levels welcome and catered to!

Beginner Dance: 15th-Century Italian

dance, european dance, beginner, 15th century, 15th-century, 15thc, all ages welcome
Mongfind Filla Colin West 1 hour
Mon Aug 4 2:00 PM - 15:00 European Dance Tent
Beginner-friendly introduction to 15th-century Italian dance. Very bouncy! All ages welcome. We will do *Petit Vriens* and *Amoroso* , plus a *Gioioso* if time.

Beginner Dance: English Country

dance, english country dance, england, 16thc, 16th-century, beginner
Richard de Troyes East 1 hour
Wed Jul 30 3:00 PM - 16:00 European Dance Tent
Are you able to walk, possibly in time to some music? Then you should be able to do English Country Dance. The steps and patterns for some dances you are likely to encounter at any SCA ball will be taught. These will include *Gathering Peasecods*, *Ruffy Tufty*, and *Heart's Ease* .

Beginner Dance: English Country Plus

european
Maggie Bakestre Aethelmearc 1 hour
Thu Jul 31 12:00 PM - 13:00 European Dance Tent
Suitable for beginners, we will aim to have fun while learning some basic English dances. Hopefully, we will include three of my favorites: *Maltese Bransle*, *Ruffy Tufty* , and *Black Nag* .

Beginner Dance: Slow and Flirtatious *Bassadanza*

european, beginner, dance, 15thc, 15th-century, italy
Countess Judith de Northumbria West 1 hour
Sat Aug 2 3:00 PM - 16:00 European Dance Tent
A beginner-level *bassadanza* - the "Queen of the Dance" - composed by Lorenzo de' Medici. All footwork and rhythms to be taught. No dance experience required!

Beginners' Dance Sampler Platter

dance, european dance, beginner friendly
Lady Moire of Darostur East 1 hour
Wed Aug 6 4:00 PM - 17:00 European Dance Tent
Interested in trying out European dance but not sure what kind you want to start with? (Or what style you want to try next?) This is the class for you. We will be trying out a dance from as many different styles of dance as we can get to. (*Bransle*, *Alman* , English Country, 15th-century Italian, 16th-century Italian, etc.) All experience levels welcome.

Beyond the Basics of 15th-Century Italian Dance

Magnifica Helena Hrolfsdottir Atlantia 1 hour
Thu Jul 31 3:00 PM - 16:00 European Dance Tent
Have you ever wondered whether there are other early Italian dances besides *Amoroso*, *Petit Riens* and *Rostiboli Gioioso* ? This is the class for you. Come learn some fun and historically popular 15th-century Italian dances that we don't dance nearly often enough in my not-so-humble opinion. Depending on time and dancer skill level, the class will cover dances such as *Angelosa*, *Jove*, *Leoncello*, *Spero* , and/or *Voltati in ca Rosina* . Previous experience with 15th-century Italian dance steps is helpful but not required.

Circle Dances

english country dance, european dance
Lady Patricia of Trakai Atlantia 1 hour
Wed Aug 6 3:00 PM - 16:00 European Dance Tent
Let's dance in a circle! In this class you will learn *Sellingier's Round*, *Gathering Peasecods*, *Jenny Pluck Pears* , and some *bransles* as time allows. These dances are very popular in the SCA and also lots of fun. You don't need to bring a partner.

Dance Floor Break-Down

european
Pennsic Euro Dance Staff No Kingdom 3 hours
Fri Aug 8 10:00 AM - 13:00 European Dance Tent
Please come and help us break down the dance floor.

The floor is an amazing resource that lets us dance all throughout War safely and happily. If you can't come at 9 am, please do drop by later!

Dance Lunch & Learn: Running Successful Practices

dance, european dance
Pennsic Euro Dance Staff No Kingdom 1 hour
Thu Aug 7 12:00 PM - 13:00 European Dance Tent
Lead by Richard de Troyes. Get off your feet, eat some lunch, and talk about dance! Roundtable to learn about running a dance practice. All POVs encouraged! Talk about common pitfalls and success stories. How to get recorded music or work with live musicians.

Dance Lunch and Learn: Books and Resources

dance, european dance
Pennsic Euro Dance Staff No Kingdom 1 hour
Wed Aug 6 12:00 PM - 13:00 European Dance Tent
Lead by Magnifica Helena Hrolfsdottir. Get off your feet, eat some lunch, and talk about dance! Roundtable to learn about dance books and resources available. All POVs encouraged! Talk about your favorite resource or learn about a new one.

Dance Lunch and Learn: Dance Mentorship Roundtable

dance, european dance, mentorship, student
Maestra Nicolosa de Misura Atlantia 1 hour
Sun Aug 3 12:00 PM - 13:00 European Dance Tent
Get off your feet, eat some lunch, and talk about dance! Roundtable for dance mentorship, student/teacher relationships. All POVs encouraged! What works for growing dancers? Dance masters? Research interests? What do you wish your dance mentor knew to help you grow? What do you wish your students would absorb more deeply?

Dance Lunch and Learn: Run a Successful Ball
THL Sonya Flicker (Patches) Atlantia 1 hour
Tue Aug 5 12:00 PM - 13:00 European Dance Tent
Get off your feet, eat some lunch, and talk about dance! Roundtable to discuss what makes balls successful. All POVs encouraged! What have you seen that has really worked and what hasn't? How to work with musicians? How can we keep our revels fresh?

Dance Masters and Musicians Roundtable
Pennsic Euro Dance Staff No Kingdom 1 hour
Fri Aug 1 12:00 PM - 13:00 European Dance Tent
Lead by Albrecht Catsprey. Get off your feet, eat some lunch, and talk about dance! Roundtable for dance masters and musicians. All POVs encouraged! How can dancers and musicians work better together? Are there common pitfalls? What can make these relationships better?

Dance Tent Set-Up
european
Pennsic Euro Dance Staff No Kingdom 3 hours
Mon Jul 28 12:00 PM - 15:00 European Dance Tent
Come out and help us set up the European Dance Pavilion. We will be assembling the benches and band shell as well as other similar tasks.

Dances for Tonight's Beginners' Ball
dance, english country, beginner, european dance, english country dance
THL Sonya Flicker (Patches) Atlantia 1 hour
Sun Aug 3 1:00 PM - 14:00 European Dance Tent
Learn dances for tonight's Beginners' Ball. Partners not needed.

Dances for Tonight's Early Bird Ball
european
Baroness Gwenlyen the Minstrel Midrealm 1 hour
Fri Aug 1 1:00 PM - 14:00 European Dance Tent
Learn some of the dances for the Early Bird Ball. Requests will be taken during the class.

Dances from Inns of Court
Master Stefan of Cambion Atlantia 1 hour
Thu Aug 7 4:00 PM - 17:00 European Dance Tent
These were set of dances done by the educated classes

in London at the Inns of Court.

Easy *Branles* for Fun
Evelynne Merrymet Atlantia 1 hour
Tue Aug 5 1:00 PM - 14:00 European Dance Tent
We will do three easy French *branles*: *Pease*, *Montard*, and *Washerwoman*. These are all easy dances so I expect to finish with time to repeat them and work on how to embellish easy dances.

Easy Italian Dances
Lord Robert of Guildford Aethelmearc 1 hour
Tue Aug 5 3:00 PM - 16:00 European Dance Tent
Relatively simple Italian dances, *Anello*, *Petite Rose*, and possibly *Amoroso*.

First of Three Gresley Dances
Evelynne Merrymet Atlantia 1 hour
Mon Aug 4 12:00 PM - 13:00 European Dance Tent
I propose to do three truly easy dances: *Eglamowr*, *New Yer*, and *Whatsoever Ye Will*, and repeat. The idea is to retain these simple dances, but also to get a chance to work on embellishment. What story does this simple dance tell and how do we tell that story?

Fun 15th-Century Set Dances: *Pizochara*
european
Countess Judith de Northumbria West 1 hour
Wed Jul 30 1:00 PM - 14:00 European Dance Tent
A fun allegorical set dance depicting the less official happenings in monastic communities. Tempo changes and all steps to be taught!

Grand Masked Ball Preparation
european dance
Lady Avelina del Dolce No Kingdom 2 hours
Wed Aug 6 1:00 PM - 15:00 European Dance Tent
Want to learn some dances for this ball? Do you want to talk about *commedia* characters and dance? Your wish is Avelina del Dolce's desire, as classes and topics will be taught based on student requests.

Hope Springs Eternal: *Spero*
european
Countess Judith de Northumbria West 1 hour
Sat Aug 2 2:00 PM - 15:00 European Dance Tent
A delightful Intermediate/15th-century dance for three, full of fun musical changes and flirtatious exchanges. Intermediate/Advanced.

Intermed. Eng. Country: *Grimstock & Goddesses*
dance, european dance, english country, english country dance, intermediate
THL Sonya Flicker (Patches) Atlantia 1 hour
Thu Jul 31 1:00 PM - 14:00 European Dance Tent
Learn two intermediate English Country Dances: *Grimstock* and *Goddesses*. These are fun dances with *heys* and interesting progressions.

Intermediate English Country Dance
english country dance, european, european dance
Richard de Troyes East 1 hour
Tue Jul 29 1:00 PM - 14:00 European Dance Tent
The steps and patterns for a couple of only slightly less-simple English Country Dances will be taught. These will include at least *Hyde Park* and *Black Nag*. No partners required.

Introduction to 16th-Century Italian Dance
european dance, european, 16th-century italian
Richard de Troyes East 1 hour
Thu Jul 31 2:00 PM - 15:00 European Dance Tent
16th-century Italian dance is fun and not difficult. All steps and patterns will be taught, and no partners are required. Dances to be taught include *Contrapasso in Due* and *Fedelta*.

It's Not (Quite) Period and I Don't Care
dance, european dance
Lady Moire of Darostur East 1 hour
Sun Aug 3 3:00 PM - 16:00 European Dance Tent
Come learn some interesting dances that are skirting the edges of what "counts" as period. From SCA choreography to later-than-period sources (and

beyond?), we'll go over why they are classified as such, then have some fun learning and dancing them. All skill levels welcome.

Known World Dance and Music: Open Planning Group
Pennsic Euro Dance Staff No Kingdom 1 hour
Thu Aug 7 6:00 PM - 19:00 European Dance Tent
Open discussion for individuals interested in running a future Known World Dance and Music Symposium. Potential SCA branches interested in hosting a KWD&M event should send representatives with proposed bid information and questions. Past KWD&M Event Stewards, along with other dance and music community leaders and supporters, will be present for comments and questions. Our goal is to help leverage community support for upcoming bids before they are submitted to Society for approval.

Lovelace Dances
european dance
Duchessa Diana Alene Tregirtse East 1 hour
Tue Aug 5 11:00 AM - 12:00 European Dance Tent
Jack Pudding instructions from Lovelace clarify the unusual layout of the 3-couple set. Other Lovelace dances we may try have more interesting directions than the latter Playford standardizations, possibly *Heart's Ease*, *Milking Payle* (not in Playford), *Trenchmore*, and *Cuckholds All in a Row*.

Low, Slow and Flirtatious for Three: *Pelligrina*
european
Countess Judith de Northumbria West 1 hour
Fri Aug 1 2:00 PM - 15:00 European Dance Tent
Highly seductive, this is an intermediate *bassadanza* for three. Dancers should be familiar with *doppii*, *sempii*, *saltarelli*, and *riprese*.

Meet-the-Dance-Faculty Social
european
Pennsic Euro Dance Staff No Kingdom 1 hour
Thu Aug 7 5:00 PM - 18:00 European Dance Tent
Everyone is invited to meet the people who make the Pennsic School of European Dance happen! This event is open for all students and dancers to meet this year's faculty and staff, and is a relaxing social event for our faculty and experienced dancers. We encourage all to attend. Light refreshments will be provided and a group picture of staff and teachers will be taken.

Musicians Choice: Open Dancing
Pennsic Euro Dance Staff No Kingdom 3 hours
Thu Jul 31 9:00 PM - 00:00 European Dance Tent
Musicians, your turn to pick the dances. You choose what dances we will be dancing tonight! Dancers come to open dancing, and request it! *Pennsic Pile* compilations will be available. May go late.

Open Dancing
Pennsic Euro Dance Staff No Kingdom 3 hours
Mon Jul 28 9:00 PM - 00:00 European Dance Tent
Tue Jul 29 9:00 PM - 00:00 European Dance Tent
Wed Jul 30 9:00 PM - 00:00 European Dance Tent
Tue Aug 5 9:00 PM - 00:00 European Dance Tent
Join us all evening for dancing by request. Open band! Musicians, please come have fun with us!

Pelican Vigil for Sonya Flicker (Patches)
Pennsic Euro Dance Staff No Kingdom 1 hour
Sat Aug 2 12:00 PM - 13:00 European Dance Tent
All are welcome to celebrate, advise, and congratulate Patches as she is on vigil contemplating joining the Noble Order of the Pelican. The festivities will begin at 12 pm and will include food and dancing with classes begins at 1 pm.

Preparing for Your First Ball
Lord Robert of Guildford Aethelmearc 1 hour
Sun Aug 3 2:00 PM - 15:00 European Dance Tent
This class will cover some tips and etiquette for balls, and teach some simple dances, likely *Queen's Alman*, *Hearts Ease*, and *Black Nag*.

Second of Three Gresley

Evelynne Merrymet Atlanta 1 hour
Tue Aug 5 4:00 PM - 17:00 European Dance Tent
Again we will work on three dances from the 1500 English Gresley manuscript: *Rawty*, *Grene Gynger*, and *Armynn*. *Rawty* and *Grene Gynger* are widely done when Gresley is included. They are a bit more complicated than the ones in the first class. *Armynn* is the funnest Gresley dance ever. We should be doing it. The funky hey is a blast and not that hard. Working on embellishment is an option if time permits.

Uncommon English Country Dances

dance, english country dance
Maestra Nicolosa de Misura Atlanta 1 hour
Sun Aug 3 11:00 AM - 12:00 European Dance Tent
Learn some English Country Dances that are not commonly done in Atlanta. All skill levels welcome! No partner needed! Dances may include *Old Mole*, *Trenchmore*, *Grimstock*.

Weaving the Dance: *Tesara*

european
Countess Judith de Northumbria West 2 hours
Fri Aug 1 4:00 PM - 18:00 European Dance Tent
An advanced 15th-century performance dance for ten people mimicking the weaving of brocade. A visually stunning and exciting routine!

DANCE: MIDDLE EASTERN

Artful Arms and Hands

bellydance, graceful hands, middle eastern dance
Joanna the Fierce Aethelmearc 1 hour
Fri Aug 1 2:00 PM - 15:00 Bog U
Elevate your dance with graceful and powerful arm and hand movements! In this workshop, we'll focus on techniques for creating fluidity, strength, and expression through your upper body. From framing your movements to conveying emotion, we'll explore how your arms and hands can enhance your overall dance performance. Learn how to integrate expressive gestures seamlessly into your routines, making your movements more dynamic and captivating. Perfect for dancers of all levels looking to refine their performance quality!

Belly Dance for *Every* Body

bellydance, all are welcome, disability
Doña Maria Beatriz la Mora Atlanta 1 hour
Wed Jul 30 2:00 PM - 15:00 Middle Eastern
Thu Jul 31 2:00 PM - 15:00 Middle Eastern
Mobility impaired, hearing impaired, vision impaired, balance impaired, or just plain under confident doesn't mean you can't enjoy the music too and express yourself in joy and beauty. All bodies, all abilities welcome!

Big Balkan Music *Kofana* Featuring Rodyna Returns

Emine bint Yazid East 1 hour
Sat Aug 2 8:00 PM - 21:00 Lake Dance Platform
A *Kofana* is a social gathering much like a *halla* but it's Balkan! This one will feature the talented members of Rodyna and a selection of dancers.
After Rodyna is done, be sure to break out dancing shoes and instruments to jam after the band's set.

Blades and Belly Dance: Strength and Stillness

bellydance, sword, sword dancing, bellydance warrior
Joanna the Fierce Aethelmearc 1 hour
Tue Aug 5 1:00 PM - 14:00 Bog U
This one-hour workshop dives into the artful fusion of belly dance and sword work. We'll explore commanding shapes, slow intentional movement, and dynamic transitions—balancing the strength of the blade with the nuance of dance. Layer isolations beneath the sword, work with directional focus, and embody stillness as a powerful tool. Bring a balanced sword suited for performance; a few loaners will be available. Come prepared to move with control, grace, and edge.

Claim Your Space

Emine bint Yazid East 1 hour
Mon Aug 4 12:30 PM - 13:30 Middle Eastern
This class is open level for new dancers navigating

fireside dancing, to experienced dancers traversing large stages, and everywhere in-between. This class will examine different movements, digging into our creative side as we play with making big moves tiny, and tiny moves big. We will also touch base on safely dancing in tight spaces such as between tables or next to campfires.

Classical Persian Dance Combinations

persia, middle eastern, dancers, combination, central asia, transoxiana
Duchess Catalina de Arazuri Calontir 1 hour
Sat Aug 2 12:00 PM - 13:00 Middle Eastern
Sun Aug 3 12:00 PM - 13:00 Middle Eastern
Inspired by Persian miniature painting, together we will practice basic foot patterns, hand movements, and spins that inspire classical Persian dance. Great for beginners or those who want to brush up on techniques. Please wear comfortable clothing, bring water. This is a fast-paced high intensity class; you will get sweaty. Classical Persian Dance is different from Traditional Belly Dance.

Fan Veils: Flirty and Fun

Emine bint Yazid East 1 hour
Thu Jul 31 10:00 AM - 11:00 Middle Eastern
This is an open-level class. We will start with fan veil 101 for dancers new to the prop, and then dive into different ways to interact with the fans. Lastly we will learn a fun combo.

Show Me How You *Dabke*

middle eastern dance, middle eastern, levant, palestine, bellydance, line dance, dabke, ancient dance, lebanon, folk dance
Christy Fricks Atlanta 1 hour
Sat Jul 26 3:30 PM - 16:30 Middle Eastern
Tue Jul 29 2:00 PM - 15:00 Middle Eastern
Basic *Dabke* Line Dance Class - you know you want to! All levels of experience welcome, wear comfortable shoes, bring water, line dances will be encouraged at parties during the evening.

Very Basic Belly Dancing

middle eastern
Warder Michaela Isabella Botticelli Midrealm 1 hour
Wed Jul 30 9:00 AM - 10:00 Middle Eastern
Have some fun learning basic moves of belly dancing!

EMBROIDERY

Sashiko : Japanese Embroidery for Mending

teen, teenu, embroidery, mending, japanese
Dame Elizabethes Alles Midrealm 1 hour
Mon Aug 4 2:00 PM - 15:00 Teen University
Materials Limit 20 \$4.00 \$2 for fabric, \$2 for needle (can return needle instead)
Learn how you can mend clothing using *Sashiko* stitching and patches.

Shyrdak Open Workshop

steppes culture, rugs, felt, applique, western asia
Hideg Magda East 2 hours
Thu Jul 31 3:00 PM - 17:00 Black Mountain, Booth 86
Sun Aug 3 3:00 PM - 17:00 Black Mountain, Booth 86
Tue Aug 5 3:00 PM - 17:00 Black Mountain, Booth 86
Thu Aug 7 3:00 PM - 17:00 Black Mountain, Booth 86
Handouts Limit 10 \$10.00
This class has 2 speeds:
1: The curious passer-by. Come through, get a little packet, make a tiny craft felt square and learn a beautiful and timeless art form from the Kazakh and Kyrgyz peoples!
2: Devoted fiber enthusiasts. A few of us in the Steppes Culture community are coordinating a pre-order of 70%-90% wool felt, red and black, and making full size door hangings.
Message @blackmountainclothing on Facebook or Instagram to be added to the wholesale order by July 1st. The workshop will be open several times so that we can have a sewing circle and be motivated to make significant progress on our rugs.

16th-C English Monochrome Embroidery: Blackwork needlework, european

Amy Webbe East 1 hour
Mon Aug 4 10:00 AM - 11:00 Fiber Arts Pavillion - Atlantean Royal
Handouts Limit 20 \$2.00
This class will focus on Elizabethan "blackwork" embroidery. This is *not* a how-to class; it is a lecture/discussion. We will examine extant examples and discover what exists in the archeological record of late-16th century English monochromatic embroidery. We will discuss motifs, techniques, styles. Handouts available for class use and electronically.

All Thumbs Guide to Handsewing for Beginners

hand-sewing, sewing, beginner, embroidery
Mistress Gwynnyd of York Midrealm 1.5 hours
Tue Jul 29 11:00 AM - 12:30 A&S 5
Tue Aug 5 10:00 AM - 11:30 A&S 5
Handouts Limit 7 \$2.00
Materials Limit 7 \$3.00 18 page handout, needles, thread, snips, needle threaders, cloth, buttons
Even if you have never picked up a needle before, you will leave this class confident you can do six different stitches: Running Stitch, Back or Stem Stitch, Slip Stitch, Catch Stitch (the wiggle stitch), Herringbone Stitch, Buttonhole Stitch, and how to sew on two types of buttons. Many of these stitches can also be used for embroidery. The 18-page handout has information on needles, thread, step-by-step pictures of all the stitches, and links to a video showing how the stitches are done for your future reference. Kit includes everything you need to start sewing. Suitable for teens and adults.

Basic Couching for Goldwork

goldwork, couching, embroidery
Mistress Rowena ni Dhonnchaidh Aethelmearc 2 hours
Thu Jul 31 10:00 AM - 12:00 A&S 8
Materials Limit 8 \$25.00 Pattern printed on fabric; 2 types of gold cording; 2 spools of teal green passing thread; Glass pearls; 2mm purr; gold leaf passing thread
Using a Tudor Rose pattern, learn how to couch gold cords to form a 6" Tudor Rose outline, then how to work metal thread in a satin stitch to fill areas in. This is not a pattern you will finish during class time. The kit is from Ann-Julette's Shining Threads; and includes pattern printed on fabric; 2 types of gold cording; 2 spools of teal green passing thread; glass pearls; 2mm purr; gold leaf passing thread.

All you need to supply is an 8" or 10" hoop, smallish needles for the couching threads, and a **LARGE** needle or awl for making the hole to poke the cords down into the linen fabric. (I will have a couple there if you don't.)

Beginners' Bayeux Tapestry

embroidery, bayeux, couching, viking era, teenu, teen
Lady Jacintha Shop Wife Aethelmearc 1 hour
Wed Jul 30 3:00 PM - 16:00 Teen University
Tue Aug 5 12:00 PM - 13:00 Teen University
Handouts Limit 10 \$1.00
Materials Limit 5 \$5.00 linen ground cloth, wool thread, needle, embroidery hoop
Students will learn stem stitch, laid and couch work with wool thread, on practice linen ground cloth. They will leave with a piece to work on with an outline of a motif from the Bayeux Tapestry. Adults are welcome, but teens have priority. If fewer than 5 teens want to take the class, then you may.

Embroidery 101: 8 Period Stitches

embroidery, beginner, hands on
HL Jerusha a'Laon Caid 2 hours
Mon Aug 4 11:00 AM - 13:00 Teen University
Handouts Limit 25 \$2.00
Materials Limit 10 \$5.00 Kit will contain supplies listed here: rebrand.ly/fa17bd - Students will also have the option to bring their own supplies. Handout fee is separate
Using Mistress Elaisaid's handout "Eight Period Stitches," this hands-on class will focus on practicing the 8 stitches in the handout, along with introductory tips and tricks for those wishing to start with this wonderful artform!

Handout available online: <https://rebrand.ly/25cc98>
There will be kits available for \$5, but if you wish, you can create your own. Supply list available online: rebrand.ly/fa17bd

Embroidery 101: 8 Period Stitches

beginner friendly, embroidery, hands-on

HL Jerusha a'Laon Caid 2 hours

Sat Aug 2 12:00 PM - 14:00 A&S 6

Handouts Limit 25 \$2.00

Materials Limit 10 \$5.00 Kit will contain supplies listed here: rebrand.ly/fa17bd - Students will also have the option to bring their own supplies. Handout fee is separate

Using Mistress Elaisaid's handout "Eight Period Stitches," this hands-on class will focus on practicing the 8 stitches in the handout, along with introductory tips and tricks for those wishing to start with this wonderful artform!

Handout available online: <https://rebrand.ly/25cc98>.

There will be kits available for \$5, but if you wish, you can create your own. Supply list available online: rebrand.ly/fa17bd

Embroidery 102: Techniques and Design

beginner friendly, lecture, embroidery

HL Jerusha a'Laon Caid 1 hour

Tue Aug 5 10:00 AM - 11:00 A&S 6

Handouts Limit 25 \$2.00

A continuation of Embroidery 101, where we go into more of the different techniques as well as design. We'll be working from the information in Mistress Elaisaid's *8 Period Stitches* handout. Available as a handout for \$2 or online at <https://rebrand.ly/25cc98>.

Embroidery 102: Techniques and Design

embroidery, lecture, beginner, needlework

HL Jerusha a'Laon Caid 1 hour

Tue Aug 5 11:00 AM - 12:00 Teen University

Handouts Limit 25 \$2.00

A continuation of Embroidery 101, where we go into more of the different techniques as well as design. We'll be working from the information in Mistress Elaisaid's "8 Period Stitches" handout. Available as a handout for \$2 or online at <https://rebrand.ly/25cc98>.

Embroidery Hand-Holding and Moral Support

embroidery

Dame Alanna of Skye East 1 hour

Thu Jul 31 12:00 PM - 13:00 A&S 8

Bring your beginner embroidery project that you're too scared to start alone or are stuck on, or that sampler that you stopped in the middle of because something was overwhelming. Whatever you come with, we will get it to make progress! Want someone to give you advice or just validate that you're doing well? This is the class for you. Modern kits welcome. Topics of assistance will be on a first-come first-served basis. Experienced embroiderers welcome as well if you would like to join in telling the newer people how awesome they are doing!

Embroidery Thread: Survey and Sources

embroidery, fiber arts, needlework

HL Jerusha a'Laon Caid 1 hour

Sat Aug 2 9:00 AM - 10:00 A&S 5

Handouts Limit 25 \$1.00

We'll discuss the various types of embroidery threads and supplies available and how to source them online or in person. Handout available online: <https://rebrand.ly/aguhek0>

Embroidery: How Do I Do That!?!

needlework

Mistress Tysha z Kievra East 1 hour

Thu Jul 31 9:00 AM - 10:00 A&S 3

Materials Limit 10 \$2.00 Embroidery

flossNeedlesHoopsSample fabric

Embroidery for the absolute beginner. Do you want to decorate your garb or projects but aren't sure where to start? Come learn a few easy stitches. See some examples of basic embroidery projects. Sample fabric, needle and thread provided. Please bring scissors and a small embroidery hoop if you have them. Strict limit of 10 students! Handouts will be given to everyone but kits and hands-on teaching will be limited to 10.

Embroidery: How Do I Do That?

needlework

Mistress Tysha z Kievra East 1 hour

Thu Jul 31 3:30 PM - 16:30 Bog U

Materials Limit 10 \$2.00 Embroidery floss Needles

Hoops Sample fabric

Embroidery for the absolute beginner. Do you want to decorate your garb or projects but aren't sure where to start? Come learn a few easy stitches. See some examples of basic embroidery projects. Sample fabric, needle and thread provided. Please bring scissors and a small embroidery hoop if you have them. Strict limit of 10 students! Handouts will be given to everyone but kits and hands-on teaching will be limited to 10.

Goldwork Embroidery Meet-and-Greet

needlework, multiple cultures, embroidery, gold

HL Laska Koudelka Trimaris 2 hours

Wed Aug 6 2:00 PM - 16:00 Fiber Arts Pavillion -

Atlantean Royal

Interested in goldwork? Experienced with it? Come and go at any time. Bring your projects for a show-and-tell or just look at others' work. We can discuss various topics, including but not limited to, using imitation vs real materials, sourcing, techniques, styles, research, troubleshooting projects, designing effective classes, and documentation for A&S competitions.

Goldwork Embroidery over Padding

embroidery, goldwork, multiple cultures

HL Laska Koudelka Trimaris 2.5 hours

Thu Jul 31 3:00 PM - 17:30 A&S 6

Tue Aug 5 3:00 PM - 17:30 A&S 6

Materials Limit 15 \$40.00 Fabric, hoop, various size needles, wax, gold cord, gold threads, both imitation and real, gold bullion, smooth, crimp, checked, and rough, padding, cord, spangles, pearls, beads

We will be using couching and beading techniques to work with gold cord, gold threads, gold bullion, beads, and pearls. The class is appropriate for beginners. You will start on a design that you will be able to finish on your own. If you cannot afford the fee, some donated supplies are available to practice on during the class.

Introduction to Gold Thread

embroidery, card weaving, fabric, lecture

HL Laska Koudelka Trimaris 1 hour

Wed Aug 6 12:00 PM - 13:00 Fiber Arts Pavillion -

Atlantean Royal

This is a short history of gold thread and its uses in period, with images of the extant pieces and an electronic handout. Cloth of gold, brocade, and goldwork embroidery will be addressed.

Introduction to Goldwork Embroidery

goldwork, embroidery, multiple cultures

HL Laska Koudelka Trimaris 1 hour

Wed Aug 6 1:00 PM - 14:00 Fiber Arts Pavillion -

Atlantean Royal

Materials Limit 15 \$5.00 Gold thread, real and imitation, gold bullion, smooth, crimped, checked, and rough, fabric, padding, needles, pins, regular thread, wax

A very basic goldwork embroidery, suitable for anyone who wants to embellish their garb and kit.

Leather Embroidery

leather, embroidery, shoes, pouches, mary rose

Robert of Ferness Aethelmearc 1 hour

Mon Aug 4 2:00 PM - 15:00 A&S 10

Tue Aug 5 2:00 PM - 15:00 A&S 11

This fourth annual class will cover the basics of embroidery on leather items of all types from the SCA period but also cover new findings. These include close-up, high-res photos taken of Polish shoes and a purse from the Mary Rose. Attendees may try their hand at embroidering leather.

Parchment Embellishment and Repair with Needlework

scribal arts

THL Ceindrech verch Elidir Aethelmearc 1 hour

Mon Aug 4 10:00 AM - 11:00 Aethelmearc 2

Handouts Limit 20

Materials Limit 20

A brief review of some of the manuscripts found with embroidered and patched parchment. We'll discuss what may have been the reasons behind this process, some of the stitches used, potential uses in our modern medieval period including repair of scrolls, name and gender changes, etc. Card stock practice supplies will be provided.

Slate Frames and German Brick Stich

embroidery

Dame Alanna of Skye East 1.5 hours

Fri Aug 1 10:00 AM - 11:30 A&S 8

See the successes and failures of slate/scroll frame setup options for embroidery projects. We will also discuss a brief overview of how to do German brick stitch, how to find and read patterns, and what methods make things easier when picking a pattern. If you have a frame you want to use, feel free to bring it.

EVENT

"Murder" Crow Party!

family friendly

Lady Sabela Griogalach Midrealm 1 hour

Wed Aug 6 4:00 PM - 17:00 Modern Games

Inspired by a love of crows and shiny things, lords and ladies of all ages may come together and exchange their shiniest and sparkliest crow-worthy gifts! Dress in period black as best you can, and gather with others to mix and mingle and swap silvery goodies!

The best dressed shall be crowned (ha!) the Crow Król (Polish for king, it kind of rhymes.) No set number of attendees, and there are zero guarantees for shinies. This is just a fun opportunity to dress up, go out, and socialize in a low-stakes environment and gift/swap sparklies as you see fit!

All Ages Revel

european, family, parent/child, dance, bransle, almain, youth, ball

Mistress Rebecca da Firenze West 1.5 hours

Thu Aug 7 10:00 AM - 11:30 European Dance Tent

For those who like to dance, but can't stay up late enough to attend the evening revels! Featuring dances from the All Ages Track, which will be taught. We'll have period snacks and live music!

An Enchanted Picnic

european, rty, social, in persona, bardic, music, storytelling, hands-on

Countess Judith de Northumbria West 2 hours

Sun Aug 3 4:00 PM - 18:00 European Dance Tent

Shed the shackles of modernity and join us for an enchanted afternoon of dancing, dining, storytelling, singing, conversation -- all in persona! This gathering shall be reminiscent of the picnics and noble gatherings described in works such as the *Decameron* and the *Book of the Courtier*. Whether or not you have a fully developed persona, come partake in a magical afternoon. If you like, come prepared with a period-style story to tell, song to sing, dance to do or share. We shall even have the pleasure of soloist musician Meister Albrecht Catsprey to play for us!

Beginners' Ball

dance, ball, european dance, beginner

THL Sonya Flicker (Patches) Atlantia 4 hours

Sun Aug 3 8:00 PM - 00:00 European Dance Tent

The Beginner's Ball is your opportunity to explore the joys of dance available to all. Please join us for a ball that is open to all levels of dancers (partners and fancy garb not necessary). We will dance a lively assortment of dances from *bransles* to English Country to dances from the Inns of Court to some easy Italian dances.

Is all this meaningless to you? Don't worry, as this is a "teaching" ball and **new this year: all dances will be repeated!** Beginners more than welcome. Music will be

provided by an open band assembled at Pennsic. We welcome musicians to join us in our celebration.

Clan Blue Feather Ball and Fashion Cotillion

lgbt, dance, party
Baron Joshua MacDonald the Imperfekt Atlantia 4 hours
Tue Aug 5 9:00 PM - 01:00 Great Hall

All are welcome to join Clan Blue Feather once again for our annual Ball and Fashion Cotillion! Clan Blue Feather is the SCA's LGBTQ+ community, both queer members and their allies. Come for food, fun, dancing, music, costumes, revelry, a free raffle with amazing prizes, and special award prizes for the most outstanding garb. Remember, you don't have to wear your best garb, just wear what makes *you* look your best!

Darkyard Tree Ceremony

other
Mistress Asalah al-Hina Midrealm 1.5 hours
Wed Aug 6 7:00 PM - 20:30 Runestone
Annual Tree Ceremony held by House Darkyard.

Early Bird Ball

european
Baroness Gwenlyen the Minstrel Midrealm 3 hours
Fri Aug 1 9:00 PM - 00:00 European Dance Tent
Most dances will be taught (a quick walk through)! Lots of fun dances and opportunities to greet old friends and to meet new ones! If you are interested in playing in the band, Siri Toivosdotter will be organizing the music and directing.

Farewell Ball

THL Sonya Flicker (Patches) Atlantia 2 hours
Thu Aug 7 9:00 PM - 23:00 European Dance Tent
The last ball for Pennsic LII. See you next year!

Helgaball

helgaball, norse, melee, cabbage, women, drag
Maighstir Liam MacantSaoir Aethelmearc 3 hours
Sun Aug 3 6:00 PM - 21:00 Battlefield West
Helgaball is a women's-only sport played with a cabbage as the ball. Women are expected to wear clothing similar to Norse clothing but at the very least an apron is required. It is time to put your teams together and prepare to take the field. Presented by Clan Crann Bethadh (Æthelmearc).
We ask that all participants bring feminine hygiene products or baby care items to be donated with the Paladin's Pantry items this year. A men's drag game will take place at half time. **Players are limited to those 18 and over unless a parent or legal guardian is present.**

Intercollegiate College Competition - A&S

Lord or Noble Paxino Voltera Midrealm 2 hours
Tue Aug 5 9:30 AM - 11:30 Great Hall
This competition was created with the college SCA groups in mind, but any college student or young adult (18-25 yrs) may participate in the competition. There is no theme, and winner will be determined by bean count. Anyone can participate in voting. There will be an award for the winner.

Italian Revel

Mistress Rebecca da Firenze West 3 hours
Mon Aug 4 9:00 PM - 00:00 European Dance Tent
Come join us for glorious dances and culinary delights from Renaissance Italy! We will enjoy both the simpler, but still sprightly and pleasant, dances of older times and the latest, most up-to-date *balli* given us by Signor Caroso in his books *Il Ballarino* and *Nobiltà di Dame* ! Musicians, come join and play with us! Many but not all dances will be taught; beginners welcome.

Lord Carmine and Friends *Haa*

middle eastern
Lord Carmine East 2 hours
Sun Aug 3 8:30 PM - 22:30 Middle Eastern
Haffa means Party! Bring your instruments and hips. Everyone dances and plays music together. The Middle Eastern tent doesn't always have a place to sit, so bring a chair or something to sit on if you need.

Lost and Found Auction

Finar Aethelmearc 4 hours
Fri Jul 25 1:00 AM - 05:00 Great Hall
Wed Aug 6 2:00 PM - 18:00 Great Hall
Auction of unclaimed items from Pennsic 50.

Medieval Barter Town Meet-up

Magnifica Arabella De Mere East 4 hours
Tue Aug 5 12:00 PM - 16:00 Great Hall
Greetings and well met! We humbly invite you to join us for the 12th annual Medieval Barter Town Meet-up! This event has become a favorite among those who love trading their goods with others. Do you have items you no longer use or wish to find a new home for? Bring them with you to the meet-up, and you might just find something new to take home with you!
We must note that there will be no money exchanged for any items, as it is all about the art of bartering and gifting. We encourage all attendees to bring items to trade, as this is a great way to meet new people and acquire new treasures. In addition to the trading and bartering, we are excited to announce that the **raffle** will be back again this year! If you bring an item to donate to the raffle, you will receive a ticket. When your number is called, you will have the opportunity to pick an item out of the donated items. This is an exciting way to participate in the event, and you never know what amazing treasure you might win!
So come one, come all, and join us for the 11th SCA Medieval Barter Town Meet-up! It promises to be a wonderful event filled with trading, bartering, and exciting opportunities to acquire new treasures.

Memorial Gathering for Mistress Morgana

Brehyres Gwendolyn the Graceful Aethelmearc 1 hour
Mon Aug 4 8:00 PM - 21:00 Armored List
Share stories, tell tales, and remember the wordframe of Mistress Morgana bro Morganwyg, who has been brought to Odin's hall.

Middle Kingdom Unbelted Champions' Dinner

royals, event, royal
Royal Liaison Duchess Siobhan No Kingdom 2 hours
Sun Aug 3 6:30 PM - 20:30 Midrealm Royal
Middle Kingdom Unbelted Champions' Dinner: Sunday, August 3rd, 2025 - 6:30 pm - Middle Kingdom Royal Camp.

Opening Ceremonies

Scheduler Battlefield Max Midrealm 1.5 hours
Sat Aug 2 7:00 PM - 20:30 Fort
Opening Ceremonies for Pennsic War 52 in from of the fort (weather permitting).

Pennsic 52 Known World Arts and Sciences Display

Lady Adele Lochlane Atlantia 4 hours
Sun Aug 3 1:00 PM - 17:00 Great Hall
The Arts and Sciences Display will be held on Sunday, August 3, in the Great Hall across from the European Dance Tent. 11:30 am: Artisans may set up their entries. 1 pm – 5 pm; the Display is open to the public. Display break-down is 5 – 5:30 pm.
• All objects / displays need to be removed by 5:30.
• Please assist with the take-down of tables to return the Great Hall to its empty state.
• Any display items left behind will be taken to Lost & Found.

Pennsic Fun Run and Unofficial Half Marathon

run, fun run, half marathon, best dressed runner, all are welcome, all ages welcome, open to all
Lady Edanna No Kingdom 4 hours
Sat Aug 2 7:00 AM - 11:00 First Aid Point
Lace up your running shoes, put on your running clothes (modern or historical) and meet us outside of the First Aid Point at the crossing of Brewer's Road and St.. Lawrence Way early in the morning of Saturday, August 2nd. Race starts at 7 am. Please come a bit in advance to sign your name on the race registration sheet. There will be 3 distances to choose among, depending on how far your want to run / walk. All ages and running levels welcome.

-- Fun Run: 3/4 mile (once around the Serengeti)
-- Fun Run: 4 miles (once around the site)
-- Unofficial Half Marathon (13 miles or 21 km; 3 times around the site plus one extra loop around the Serengeti)
This year we will be inviting everyone on site to vote for best dressed runner, so start planning your running outfit today!
For inspiration and information, join the Pennsic Fun Run and Unofficial Half Marathon Facebook group.

Pennsic Grand Masked Ball

european
Lady Avelina del Dolce No Kingdom 3 hours
Wed Aug 6 9:00 PM - 00:00 European Dance Tent
You are cordially invited to the Pennsic Grand Masked Ball! Wear your masks and costumes, and come as a character! *Commedia dell'arte* and your favorite dances will unite at this glorious event. Pantalone will announce which lucky suitor will marry his daughter Isabella this evening! There are so many suitors, yet only one will be chosen. Do you wish to court Isabella? Do you have a suitor you want to be betrothed to, Isabella? Wait... which one is Isabella? Who can tell with so many beautiful maidens dancing at the ball? The dances will have a mix of difficulty levels and use music arrangements from the Pennsic Pile, and a ball preparation class will be available. All musicians are welcome. Arlecchino will give everyone water and foot rubs as needed. (Don't tell him we signed him up for this!)

Rainbow Ball

Pennsic Euro Dance Staff No Kingdom 2 hours
Fri Jul 25 12:00 AM - 02:00 European Dance Tent
Dance Master: Alexander of Mistig Waetru. We'll start with a dance list inspired by the colors of the rainbow, then head over to the Blue Feather Ball to dance the (rest of the) night away!

Royal Moot

royals, event, royal
Royal Liaison Duchess Siobhan No Kingdom 4 hours
Sat Aug 2 2:00 PM - 18:00 Midrealm Royal
Royal Moot: Saturday, August 2, 2025 - 2 pm to 6 pm, Middle Kingdom Royal Camp (Formerly known as Beer & Brats).

Royal State Dinner

royal, royals, event
Royal Liaison Duchess Siobhan No Kingdom 3 hours
Mon Aug 4 7:00 PM - 22:00 Midrealm Royal
Royal State Dinner hosted by the Kingdom of the Middle, Monday, August 4, 2025, 7 pm - 10 pm.

Second Generation SCAdian Mixer

event, aethelmearc, sca, sca culture, party, #music, a&s, service, sca combat
Shaykha Nasira al-Zarqa bint Ivaz Midrealm 2 hours
Sun Aug 3 6:00 PM - 20:00 Aethelmaerc Royal Camp
Join us in Æthelmaerc Royal for our Second Generation SCAdian Mixer to meet, connect, and network with other second-generation members of the SCA! Come enjoy an evening with other second gens to make new connections and build community. Whether your passion is in service, martial activities, or the arts and sciences, all are welcome and encouraged to attend! We hope to see you there! Hosted by Baroness Nasira al-Zarqa bint Ivaz, Baroness Elizabeta da Venezia, and Baroness Abby Rose at Æthelmaerc Royal from 6-8 pm on Sunday, August 3.

The Contessa's Red and Gold Ball

european
Countess Judith de Northumbria West 3 hours
Sat Aug 2 9:00 PM - 00:00 European Dance Tent
Join us for a fête in the style of the Dukes of Burgundy, themed Red and Gold. Many dances to be taught! Non-dancers welcome!

FOOD ARTS

Haudenosaunee Foodways

americas, food, eastern woodlands, native american
Maighstir Liam MacantSaoir Aethelmearc 1 hour
Sat Aug 2 9:00 AM - 10:00 A&S 2
Tue Aug 5 9:00 AM - 10:00 A&S 1
Handouts Limit 20 \$1.00

The *Haudenosaunee* people live within what today would expand throughout the current SCA Kingdoms of Aethelmearc, Ealdormere, and the East. The foods discussed will be similar to many of the eastern woodlands nations. This class will discuss the types of foods and means of cooking used by the *Haudenosaunee* peoples.

Snacko Invictus : Sports Nutrition for Combatants

nutrition, foods, #rapier, sca combat, rapier, cooking, meal planning, training
Mistress Gwyneth Banfhidhleir Midrealm 1 hour
Sat Aug 2 10:00 AM - 11:00 University Battlefield
Wed Aug 6 3:00 PM - 16:00 University Battlefield
Components of competition include equipment, education, conditioning, training, nutrition, and emotion/psychological practice. An effective nutrition plan helps you sustain energy levels throughout the activity. This class discusses ideas for creating an overall plan to keep your engine going.

Aethelmearc Brewers Roundtable

brewing, brewing and vintning
Meadhbh inghean Ui Chleirigh Aethelmearc 1 hour
Tue Aug 5 4:00 PM - 17:00 A&S 12
Bring a bottle or two to share and join the new guildmaster Meadhbh inghean Ui Chleirigh to talk about the kingdom brewers' guild. Share your thoughts as well as your brews! Find out what Meadhbh has in mind for the direction of the Guild for the foreseeable future. Meadhbh would also like to know what you want to see more of (or less of) from the Guild. What kind of brewing support do you need? What ideas do you have to help create a vibrant Guild and brewing community? How can the Guild support your local brewing activities? We can discuss whatever guild-related topic is on your mind.
Age 21+.*Slán duit!*
Adults Only! Alcohol will be shared by the attendees.

An Introduction to Sweets in the Medieval Period

Lady Keara Caitlin MacLeod Aethelmearc 1 hour
Mon Aug 4 2:00 PM - 15:00 A&S 11
Handouts Limit 20 \$3.00
We will look at different kinds of candies within the medieval period. We will also discuss the many types of sweeteners used in cooking as well as medicinal uses.

Building a Quern for Hand-Grinding Grain

wheat, cooking, stone, woodworking
Master Kirk FitzDavid Calontir 1 hour
Wed Jul 30 1:00 PM - 14:00 A&S 4
Mon Aug 4 1:00 PM - 14:00 A&S 4
Handouts Limit 10 \$2.00
How to build a quern (hand mill) using modern materials. We will discuss period querns, the design considerations of the grindstone, and the quern itself, tools needed (including power tools), and finally how to use a quern. We will talk about safety too, particularly when using a Dremel tool to grind stone.

East Kingdom Brewers' Panels

brewing and vintning, multiple cultures
Majster Krzyszlaw "Kythe" Szubielka East 2 hours
Thu Aug 7 2:00 PM - 16:00 A&S 10
This is an opportunity for ranking within the East Kingdom Brewer's Guild. Individuals are encouraged to enter their beverages (alcoholic/non-alcoholic) with documentation to be paneled by members of the Guild. We attempt to create period beverages and are looking for accuracy and research skills. Beverage score is weighted more towards the documentation than taste/smell/color/clarity. **Age 21+.**
Adults Only! We will be imbibing alcohol/ Class is over 21

East Kingdom Brewers' Roundtable

brewing and vintning, multiple cultures
Majster Krzyszlaw "Kythe" Szubielka East 2 hours
Thu Aug 7 2:00 PM - 16:00 A&S 11
This is an opportunity for brewers to share their beverages and talk about their research in a relaxed atmosphere. We encourage input on what the guild is doing and where we're headed. Please come and enjoy beverages while meeting others who share your interest.
Age 21.
Adults Only! We will be imbibing alcohol/ Class is over 21

Feasting Table Manners in 15th-Century England

feasts, 15th-century, england, culture
Baronowa Alzbeta Michalik Midrealm 1 hour
Tue Jul 29 11:00 AM - 12:00 A&S 13
Thu Aug 7 11:00 AM - 12:00 A&S 5
This class will go over the table manners for feasts as explained by several sources from 15th-century England. It will also include a discussion of how you can incorporate some of these rules into your SCA feasting. Bring your lunch and practice your proper table manners!

Food & Sex in Medieval & Renaissance Medicine - CCt

research, european
Honourable Ciana Scholari di Polcenigo Northshield 1 hour
Wed Jul 30 3:00 PM - 16:00 A&S 10
There is an interrelationship between nutrition and sexual health that is documented magnificently in Western European archives of the 11th through 16th centuries. We will briefly look at it while handling a sampling of some of these popular prepared "medicines". **18+.**
Adults Only! Sex and Health

Food Safety for SCA Cooks

food culture, food, cooking, cooking skills
Mistress Otilige Rappoltswiler Aethelmearc 1.5 hours
Tue Jul 29 1:00 PM - 14:30 A&S 12
Mon Aug 4 11:00 AM - 12:30 A&S 5
Handouts Limit 12 \$5.00
Preparing an SCA feast is different from preparing a family dinner. Learn about the food safety practices needed to ensure a safe event. Students will learn the causes of food-borne illness as well as safe food handling practices related to these:
• Preventing Cross Contamination
• Controlling Time and Temperature
• Good Personal Hygiene
• Cleaning and Sanitizing
• Planning a Successful Food Event
Whether you are a new event cook, or you and your kitchen staff have been doing this for years, it is important to be up-to-date and knowledgeable about food safety.

How to Use a Pork Pie Dolly

food, feasts
THL Rosalyn MacGregor Midrealm 1 hour
Wed Jul 30 11:00 AM - 12:00 A&S 10
Handouts Limit 25
Materials Limit 10
Small, handheld pies in Renaissance England were called chowets. Learn how to hand-raise the crusts for these small pies using a pork pie dolly. This class shows the technique for raising pies only. No baking or food preparation. The number of pork pie dollies is limited, so students will have to share materials. If you have a "pastry" or "french" rolling pin, please bring it with you.

Interkingdom Brewers' Guild Competition

brewing and vintning, multiple cultures
Mistress Zuriel Nightshade Midrealm 4 hours
Sun Aug 3 2:00 PM - 18:00 A&S 10
An opportunity for brewers and vintners to have their beverages evaluated by experts from across the Known World. Up to two entries per category (wine/mead, beer, cordials/others) per participant. IKBG masters are asked to help judge. Entrants are responsible for the

temperature/condition of their beverage(s) as it may be some time before a particular beverage is judged. Documentation is encouraged. **Over 21 only.**
Adults Only! Alcoholic beverages evaluated

Interkingdom Brewers' Guild Roundtable

brewing and vintning, multiple cultures
Mistress Zuriel Nightshade Midrealm 4 hours
Sun Aug 3 2:00 PM - 18:00 A&S 11
This roundtable is designed to serve as both a place to discuss period beverages as well as hang out until your beverage is called to be judged with the IKBG. It is being held in conjunction with the IKBG. All entrants are asked to wait in this area. Someone will come call you when your entry is ready to be judged. Please bring something to do/drink/discuss until your entry is called.
Over 21 only.
Adults Only! Alcoholic beverages present

Meading My Backyard

mead, brewing, herbs
Brenegy Sprecher East 1 hour
Sat Aug 2 1:00 PM - 14:00 A&S 13
Handouts Limit 25
Materials Limit 25
This class is designed to get you thinking about ways to flavor your mead using natural ingredients you may find in your yard or at a nearby park. It will go over different methods of using common plants that have edible components that you may have access to. There will be samples of various meads I made with plants I have available to me. This year's meads have different ingredients than last year's. **Over 21.**
Adults Only! Must be 21 to sample alcohol

Medicinal Cordial Making 2.0

foods, medicine
Jayme Hume of Berwyk East 2 hours
Thu Jul 31 9:00 AM - 11:00 A&S 1
Wed Aug 6 3:00 PM - 17:00 A&S 10
Handouts Limit 10
I've been making cordials for 10 years, using mostly cheap vodka. I will share my knowledge, my successes and mistakes. I will share with you some ways that some herbs, spices and berries were used medicinally, and how you can use that to create tasty beverages with an eye toward beneficial effects for your consumer. Results from last Pennsic's creations will be on hand. Mint and Hippocras. **Adults only 21+**
Adults Only! Alcohol will be on hand, and available to sample.

Medieval-Style Mustards

herbs
Magistra Jadwiga Zajackowa East 1.5 hours
Sun Aug 3 12:00 PM - 13:30 A&S 10
Thu Aug 7 9:00 AM - 10:30 A&S 10
Handouts Limit 30 \$1.00
Materials Limit 30 \$1.00 .50 for container .50 for supplies
Mustard was the main condiment of the Middle Ages. Using ingredients documented for period sauces, students will blend their own mustard sauces as well as learning about medieval and Renaissance spices and ingredients.

Medlars, the Dog's Arse Fruit

food, fruit, fruit trees
Dame CuMhara of Holyhead Midrealm 1 hour
Fri Aug 1 2:00 PM - 15:00 A&S 5
Often called the "forgotten fruit," the medlar was once a common fruit of the Middle Ages—despite its nickname as the "dog's arse fruit" and its unusual need to rot before ripening. In this class, we'll explore its historical significance, the challenges of growing and cooking with medlars, and possible reasons why it faded from modern cultivation. We'll discuss medieval recipes, propagation methods, and even sample different varieties. Come discover the strange and fascinating world of this nearly lost fruit! Youth are welcome to attend.

North African and Ethiopian Coffee

africa
Doña Maria Beatriz la Mora Atlantia 2 hours
Thu Jul 31 4:00 PM - 18:00 East Kingdom Royal Kitchen
Wed Aug 6 12:00 PM - 14:00 A&S 4
Handouts Limit 20 \$2.00
Materials Limit 20 \$45.00 handouts are 2.00 and supply kits containing cup, pot, coffee etc. Run between \$30.00 and \$60.00 [a few actually can be 80 with its own brazier have their own braziers] depending on pot size and size/pieces in kit, as available

From beans to cup, we will roast green coffee beans together, then learn the techniques you need to make the perfect brew. We will look at Ethiopian *bunna* coffee, as well as North African *qahwah* . Come thirsty! There is an option to go home with the tools you need to make coffee at home. I will have 15 kits available (approx. \$30 -\$60, depending on the size of the kit).

Part 2 of Introduction to Roman Cooking and Eating cookery, roman, food, hands-on, ancient, cooking, cooking skills

Mistress Otlilige Rappoltsweiler Aethelmearc 1.5 hours
Thu Jul 31 11:00 AM - 12:30 East Kingdom Royal Kitchen
Handouts Limit 15
Materials Limit 15 \$5.00 hand-outs are free, food materials used/consumed in class total \$5

The long-awaited Part 2 of my introductory level, hands-on class featuring new and different recipes from Apicius! Students will participate in creating a number of dishes, and then enjoy eating them while discussing Roman dining traditions.

Allergy Alert: Some of the recipes featured may contain nuts.

Planning a Feast

cookery
Duchess Melisande de Belvoir Atlantia 1 hour
Tue Jul 29 12:00 PM - 13:00 A&S 7
Fri Aug 1 12:00 PM - 13:00 A&S 7
We will discuss planning and logistics for a successful feast, including theme, menu design, cost and shopping, how to serve and clear, etc.

Preserves Roundtable

food, period recipes, food preservation
Ms. Judith bas Rabbi Mendel East 1 hour
Mon Aug 4 10:00 AM - 11:00 A&S 5
Group sharing of experiments preserving foods, esp. fruits and vegetables, using older techniques and recipes. If you like, you can bring items for us to taste test.

Pressed Cheese

Abdess Waldetrudis von Metten Midrealm 4 hours
Sat Jul 26 1:00 PM - 17:00 Spartii Trailer Space 15
Handouts Limit 5 \$5.00
Learning the next steps in making a pressed cheese. We will create a pressed cheese and talk about washed "rind" cheeses.

Adults Only! hot items

Tasting Honey: Pliny the Elder's Praised Honey

honey, honey tasting, food
Otto Mueller Ansteorra 1.5 hours
Tue Jul 29 3:00 PM - 16:30 A&S 12
Sat Aug 2 11:00 AM - 12:30 A&S 5
Mon Aug 4 11:00 AM - 12:30 A&S 10
Mon Aug 4 3:00 PM - 16:30 A&S 5
Tue Aug 5 4:00 PM - 17:30 A&S 13
Wed Aug 6 2:00 PM - 15:30 A&S 5
Materials Limit 30 \$12.00 Fee covers rare honey, serving sticks, and handouts (if applicable)

Pliny the Elder was the original honey snob. I can respect that. He wrote one of the defining works on natural history as of 77 CE. He discussed the finest honeys found in the Roman world circa 77 CE. We will try some! He even told of the ones that sucked. We might try those, but I'm not telling you! Better yet, he told us where they were found, kind of. After a few years of research, I have found most of the referenced honeys

and will be trying them out: from The Peloponnese Peninsula, Crete, Sicily, and Africa. We will be covering his treatise *Natural History* Chapter 14. All jokes on his failed treatise on volcanology will be entertained. **Bring water!** Limited seating.

TEA 001 -stupidTEA

tea, china, japan, cooking skills
Lady Kitsuko Tsukino Midrealm 1 hour
Mon Jul 28 9:00 AM - 10:00 Catskills Mountain Moccasins
Sun Aug 3 9:00 AM - 10:00 Catskills Mountain Moccasins
Handouts Limit 10
Materials Limit 20 \$2.00 Tea and bottled water
Have you ever wondered why the same tea can taste different depending on where you get it from? We'll go into all of the ways that you can mess up tea, brewing, and what you can do to fix it. You'll have the chance to try what messed up and what good tea tastes like so that you know what has gone wrong when you taste them. (Bring your own chair. Floor seating available.)

What's in Your Roman Pantry?

cookery, cooking, cooking skills, food, food culture, roman, ancient
Mistress Otlilige Rappoltsweiler Aethelmearc 1 hour
Wed Jul 30 12:00 PM - 13:00 A&S 8
Tue Aug 5 1:00 PM - 14:00 A&S 7
Handouts Limit 15
Materials Limit 15 \$5.00 fee for handout and food samples

We will discuss and sample some of the most common ingredients featured in recipes from Apicius, learn their many uses, and how we can bring Roman flavors into our everyday cooking. **Tasting samples may contain allergens.**

GAMING

Adventure Maximus : An Introductory D&D-style RPG

modern, rpg, d&d, games, youth, beginner
Laura East 1 hour
Wed Jul 30 11:00 AM - 12:00 Youth University
Thu Jul 31 11:00 AM - 12:00 Youth University
Fri Aug 1 11:00 AM - 12:00 Youth University
Sat Aug 2 11:00 AM - 12:00 Youth University
Sun Aug 3 11:00 AM - 12:00 Youth University
Adventure Maximus is a D&D-style game for young players, with simple character sheets and a basic dungeon crawl. Limited to no more than 8 players.

Alquerque

games, 10thc, 10th-century, andalus, fatimid
Games Staff No Kingdom 1 hour
Fri Aug 1 10:00 AM - 11:00 Games
Sat Aug 2 12:00 PM - 13:00 Games
Alquerque is known from the 10th century. It was brought to Spain by the Moors and is thought to be an ancestor of checkers.

As-Nas : A Persian Card Game

games, cards, persia
THL Louis Xavier de Navarre Midrealm 1 hour
Sat Aug 2 4:00 PM - 17:00 Games
As-Nas is a Persian card game using a unique 25-card deck. Play is simple and quick, similar to simplified modern poker.

Domos Draconum : Palace of the Silver Princess

games
Dougald Scelhadun Midrealm 2 hours
Wed Jul 30 3:00 PM - 17:00 Teen Lounge
Thu Jul 31 3:00 PM - 17:00 Teen Lounge
Fri Aug 1 3:00 PM - 17:00 Teen Lounge
Sat Aug 2 3:00 PM - 17:00 Teen Lounge
Sun Aug 3 3:00 PM - 17:00 Teen Lounge
Mon Aug 4 3:00 PM - 17:00 Teen Lounge
Handouts Limit 10
Years ago the Princess Argenta ruled over a green and peaceful valley. Then one day a warrior riding a white dragon appeared in the skies over the princess's castle and almost overnight the tiny kingdom fell into ruin. Now

only ruins and rumors remain, and what legends there are tell of a fabulous treasure still buried somewhere within the Palace of the Silver Princess. Two-hour daily sessions each build upon the events of the previous day. Players should plan to attend all 6 days (Wednesday through Monday). **Limited to 10 youth participants, ages 11-17.**

Game of the Goose

Games Staff No Kingdom 1 hour
Sun Jul 6 10:00 AM - 11:00 Games
Mon Jul 28 10:00 AM - 11:00 Games
Fri Aug 1 12:00 PM - 13:00 Games
Mon Aug 4 10:00 AM - 11:00 Games
The *Game of the Goose* is believed to have originated in the late 15th century and was one of the first commercially produced board games. This game is great for all ages!

Go Workshop

strategy game, far eastern, china, japan, board game, games
Games Staff No Kingdom 2 hours
Sun Aug 3 10:00 AM - 12:00 Games
Tue Aug 5 2:00 PM - 16:00 Games

The game *Go* , called *Weiqi* in Mandarin, is an abstract strategy game first recorded in China the 4th century BC and still widely popular today, especially in China, Japan, and Korea.
This class will teach you the basic rules of the game and get you started on losing your first 50 games as quickly as possible.

Hneftafi

Games Staff No Kingdom 1 hour
Wed Jul 30 12:00 PM - 13:00 Games
Thu Jul 31 10:00 AM - 11:00 Games
Tafi games are asymmetric strategy games that were popular in Northern Europe before being largely supplanted by chess. They are derived from an earlier Roman game.

Nard to Backgammon

Games Staff No Kingdom 1 hour
Thu Aug 7 2:00 PM - 15:00 Games
Learn to play *Nard* , an ancestor of backgammon, and discuss the history and development of this family of table games.

Senat

gaming, middle eastern
Her Ladyship Mwynwen Ysginidd AKA Strawberry Midrealm 1.5 hours
Thu Jul 31 2:00 PM - 15:30 Games
Egyptian gaming. learn to roll sticks. Come learn to play. Then stay to play.

Shogi Part 1: Heian Shogi and Sho-Shogi

gaming
Honorable Lord Simon de Spaldyng Atlantia 1 hour
Sat Aug 2 2:00 PM - 15:00 Games
An introduction to *Shogi* , the traditional Japanese form of chess. This course will cover two early forms of *Shogi* : *Heian Shogi* - a reconstruction of how the game may have been played in Japan 1100 to 1500 - and - *Sho Shogi* - the game as played during most of the 16th century. The workshop will begin with a quick historical overview and an explanation of the rules, then Q&A and coaching as students play in pairs. Please sign up for Part 2 for the complete *Shogi* experience.

Shogi : Part 2 (Post 1550)

gaming
Honorable Lord Simon de Spaldyng Atlantia 1 hour
Sun Aug 3 2:00 PM - 15:00 Games
This class, a continuation of *Shogi* Part 1, covers the Japanese form of chess as played from c. 1550 to the present. In this form of *Shogi* , captured pieces can be reintroduced to the game to fight for their new master. Please sign up for Part 1 for the complete *Shogi* experience.

Ancient Games: *Senet*

middle eastern, africa, north african, games, egypt

THL Aldred æt Aclum Midrealm 1 hour

Sat Aug 2 10:00 AM - 11:00 Games

Tue Aug 5 10:00 AM - 11:00 Games

Senet is among the oldest recorded board games. Neferiti, the Great Royal Wife of Ramses II, is depicted playing this game in a painting found in her tomb.

Ancient Games: The *Royal Game of Ur*

sumerian, bronze age, middle eastern, ancient, games

THL Aldred æt Aclum Midrealm 1 hour

Thu Jul 31 12:00 PM - 13:00 Games

Tue Aug 5 12:00 PM - 13:00 Games

The related games we now call *The Game of Twenty Squares*, and *The Royal Game of Ur*, are race games that were popular in Mesopotamia for thousands of years. The oldest surviving boards found are from Ur and date to before 2600 BCE. We will learn about the game as played a few thousand years later from a description written in 177 BCE.

Brothel Games

games

Baron Brusten de Bearsul OL Midrealm 2 hours

Fri Aug 1 5:00 PM - 19:00 Games

An overview of various games known to have been played in brothels pre-17th century. The majority of games will be either from coastal England in the late 15th and 16th centuries or southern Italy around 1530 to 1545. Included are both gambling and drinking games. Games will be described with some history and rules presented. If time allows and interested parties are willing, some of the games may be demonstrated. The intent is to attempt to keep the class to a PG-13 rating. **Age 18+.**

Adults Only! Some of the material covered could be considered inappropriate for those under 18.

Brothel Games - CCT

Baron Brusten de Bearsul OL Midrealm 2 hours

Sat Aug 2 3:00 PM - 17:00 Courtesan College - B03

An overview of various games known to have been played in brothels pre-17th century. The majority of games will be either from coastal England in the late 15th and 16th centuries or southern Italy around 1530 to 1545. Included are both gambling and drinking games. Games will be described with some history and rules presented. If time allows and interested parties are willing, some of the games may be demonstrated. **Age 18+**

Chess on Different Boards

gaming

THL Louis Xavier de Navarre Midrealm 1 hour

Mon Aug 4 12:00 PM - 13:00 Games

Chess had several variations during its history, including round and rectangular boards. We'll discuss Byzantine chess (circular board), oblong chess (16x4 board), and courier chess (12x8 with extra pieces).

D&D: Save the Colors of the Realms!

gaming, teen, teenu

Lady Katherin verch Rhys Midrealm 3 hours

Mon Aug 4 7:00 PM - 22:00 Teen University

Long ago, the kingdoms bound their lands to magic woven into their banners, each bearing powerful colors representing virtues: Courage, Wisdom, Hope, Joy, Justice, Mercy, and Strength. Now, someone (or something) has stolen the Colors of the Realms. The banners hang dull and lifeless, and the same is happening to the populace. The kingdoms are falling into gloom and despair. Only a group of young adventurers - clever, brave, pure of heart, and as yet untouched by the gloom - can journey across the land, solve puzzles tied to each color's virtue, and restore the colors before the kingdoms fade completely and Pennsic is no more.

Familiarity with Dungeons & Dragons recommended, beginners welcome. Limited to 8 players, premade characters will be provided. Additional attendees are welcome to watch.

Dice and Dice Games

THL Louis Xavier de Navarre Midrealm 1 hour

Wed Jul 30 2:00 PM - 15:00 Games

This class will go over a short history of dice and dice-like objects, then go over the rules to some documented period dice games.

Four Player Chess

Games Staff No Kingdom 1 hour

Fri Aug 1 2:00 PM - 15:00 Games

Four Seasons Chess is a 4-player chess variant described in the 1283 book of games commissioned by Alfonso X of Castille.

Games of the Mary Rose Shipwreck (*Daldos*)

gaming, european

Her Ladyship Mwynwen Ysginidd AKA Strawberry

Midrealm 1 hour

Thu Aug 7 12:00 PM - 13:00 Games

Handouts Limit 15 \$1.00

The evidence of the games onboard when the ship sank in 1545. Be a well-rounded Tudor. Rule sets for these games. *Daldos*, backgammon, draughts (checkers).

Intro to Go

Games Staff No Kingdom 1 hour

Tue Jul 29 12:00 PM - 13:00 Games

Will teach the rules of the Japanese game *go* (also known as *weiqi* in China), and offer a chance to play afterwards.

Intro to *Xiangqi* (Chinese Chess)

gaming, far eastern

Honorable Lord Simon de Spaldyng Atlantia 1 hour

Wed Aug 6 2:00 PM - 15:00 Games

Come learn the Chinese form of chess which dates back 1300 years to the T'ang Dynasty. Boards and equipment provided for use.

Medieval Minigames

THL Aldred æt Aclum Midrealm 1 hour

Sun Jul 6 12:00 PM - 13:00 Games

Mon Jul 28 12:00 PM - 13:00 Games

Thu Aug 7 10:00 AM - 11:00 Games

Come learn and practice some simple period games that have stood the test of time. We will explore a handful of games that are simple to teach, fast to play, and require minimal equipment. Already know some medieval minigames? Come share with us!

Morris Games

Games Staff No Kingdom 1 hour

Tue Jul 29 10:00 AM - 11:00 Games

Wed Aug 6 10:00 AM - 11:00 Games

Played by Roman soldiers, scratched into English church pews, and still played today. Morris games are a family of abstract strategy games in which you capture by getting 3 in a row.

Multiplayer Medieval Backgammon

gaming

THL Louis Xavier de Navarre Midrealm 1 hour

Wed Aug 6 4:00 PM - 17:00 Games

Learn variations of *Tables* (*Nard*, Backgammon) for 4 or 7 players.

Origins of Playing Cards and Tarot

gaming, multiple cultures

Madame Heather Midrealm 1 hour

Tue Aug 5 12:00 PM - 13:00 A&S 5

Handouts Limit 20

A discussion of the history of cards and their origins, migration west, and taxonomy. From manufacturing techniques to cultural influences, as well as myth debunking; persona matching included. Examples to examine from throughout period and beyond will be available.

Period Backgammon Games

THL Louis Xavier de Navarre Midrealm 1 hour

Wed Jul 30 10:00 AM - 11:00 Games

Tables, *Nard*, and other ancestors of modern backgammon go back centuries. Period rules will be shared with a chance to play afterwards.

Period Card Games: *Gleeke*

games, european, cards

Maggie Bakestre Aethelmearc 1 hour

Sun Aug 3 4:00 PM - 17:00 Games

Do you like to play card games? Come learn to play this late period three-person card game. It has a little something for everyone: bidding to better your hand, betting on who has the best point hand, checking for *mournivals* and *gleeks*, and finally, a trick-taking stage.

Period Card Games: *Karnoffel*

gaming, european

Maggie Bakestre Aethelmearc 1.5 hours

Thu Jul 31 6:00 PM - 19:30 Games

Mon Aug 4 4:00 PM - 17:30 Games

Looking for something to pass the time at events? Do you like to play cards? Come learn to play this oldest identifiable European card game (1426 reference).

Period Card Games: *Laugh and Lie Down*

gaming, european

Maggie Bakestre Aethelmearc 1 hour

Sun Aug 3 6:00 PM - 19:00 Games

Wed Aug 6 6:00 PM - 19:00 Games

Looking for something to pass the time at events? Do you like to play cards? Come learn to play this simple late-period card game.

Period Card Games: *Losing Loadem*

gaming, european

Maggie Bakestre Aethelmearc 1 hour

Tue Jul 29 4:00 PM - 17:00 Games

Tue Aug 5 6:00 PM - 19:00 Games

Looking for something to pass the time at events? Do you like to play cards? Come learn to play this late-period card game based on a reconstruction from Francis Willughby's *A Volume of Plaies* (~1665).

Period Card Games: *Maw*

THL Louis Xavier de Navarre Midrealm 1 hour

Thu Jul 31 4:00 PM - 17:00 Games

Maw was popular enough that that rules for dealing with infractions were recorded as part of the duties of King James' retainers. The actual gameplay rules are conjectural, but we'll cover what is known, what seems likely. Afterwards there will be time to play for those interested.

Period Card Games: *Piquet (or Cent)*

gaming, european, cards

Maggie Bakestre Aethelmearc 1 hour

Fri Aug 1 4:00 PM - 17:00 Games

Looking for something to pass the time at events? Do you like to play cards? Come learn to play this challenging late-period two-player card game.

Period Card Games: *Tarot*

Games Staff No Kingdom 1.5 hours

Sun Jul 6 2:00 PM - 15:30 Games

Mon Jul 28 2:00 PM - 15:30 Games

Wed Jul 30 6:00 PM - 19:30 Games

Wed Aug 6 12:00 PM - 13:30 Games

Tarot is a trick-taking card game dating from 15th-century Europe played with a special deck.

Pit and Stone Games (*Mancala*)

Games Staff No Kingdom 1 hour

Tue Jul 29 2:00 PM - 15:00 Games

Sun Aug 3 12:00 PM - 13:00 Games

"Pit and Stone" games are an ancient family of games of African origin. They have been played from antiquity to the modern day across a wide variety of cultures with hundreds of named variations.

The Welsh Grandfather's Game

gaming

Baron Brusten de Bearsul OL Midrealm 1 hour

Wed Jul 30 4:00 PM - 17:00 Games

Mon Aug 4 2:00 PM - 15:00 Games

A reconstructed card game using a 208-card deck, as described in a letter from a Welsh grandfather to his grandson. A deck matching the deck described in the letter was excavated in Bryncir, Wales. The rules presented are based on the letter and deck, with certain

assumptions made to fill in questions left unanswered in the source documents.

GLASS

Ancient Head Beads

iron age, hands-on, glass
Domina Keely the Tinker Aethelmearc 1 hour
Wed Jul 30 7:00 PM - 20:00 The Hot Shop merchant
row next caravan creations
Mon Aug 4 7:00 PM - 20:00 The Hot Shop merchant
row next caravan creations
Handouts Limit 6 \$1.00
Materials Limit 6 \$10.00 Glass and Equipment provided
Advanced class on Iron Age sculptural head beads from the Celts, Phoenicians and Romans. **Adult; hot gas/glass.**
Adults Only! Advanced glass flamework

Bead-Making and Flame Work: An Introduction

glass, hands-on
Lord Tw Aethelmearc 3 hours
Mon Jul 28 6:00 PM - 21:00 Livonia
Smithery
Tue Jul 29 6:00 PM - 21:00 Livonia
Smithery
Wed Jul 30 6:00 PM - 21:00 Livonia
Smithery
Thu Jul 31 6:00 PM - 21:00 Livonia
Smithery
Fri Aug 1 6:00 PM - 21:00 Livonia
Smithery
Sat Aug 2 6:00 PM - 21:00 Livonia
Smithery
Sun Aug 3 6:00 PM - 21:00 Livonia
Smithery
Mon Aug 4 6:00 PM - 21:00 Livonia
Smithery
Tue Aug 5 6:00 PM - 21:00 Livonia
Smithery
Wed Aug 6 6:00 PM - 21:00 Livonia
Smithery
Thu Aug 7 6:00 PM - 21:00 Livonia
Smithery
Three-hour Open Studio; students learn torch safety and bead making techniques. Students rotate turns. **18+.**
Under 18 with permission of the teacher.
Adults Only! Open flames, Hot materials.
Under 18 with permission of the teacher.

Beginner Bead Shapes

Domina Keely the Tinker Aethelmearc 2 hours
Thu Jul 31 2:00 PM - 16:00 The Hot Shop merchant
row next caravan creations
Sat Aug 2 1:00 PM - 15:00 The Hot Shop merchant
row next caravan creations
Thu Aug 7 3:00 PM - 17:00 The Hot Shop merchant
row next caravan creations
Explores methods for making cones: bicones, donuts, barrels and other alternate bead shapes.

Beginner Beadmaking

glass beads
Domina Keely the Tinker Aethelmearc 1 hour
Mon Jul 28 9:00 AM - 10:00 The Hot Shop merchant
row next caravan creations
Tue Jul 29 9:00 AM - 10:00 The Hot Shop merchant
row next caravan creations
Wed Jul 30 9:00 AM - 10:00 The Hot Shop merchant
row next caravan creations
Thu Jul 31 9:00 AM - 10:00 The Hot Shop merchant
row next caravan creations
Fri Aug 1 9:00 AM - 10:00 The Hot Shop merchant
row next caravan creations
Sat Aug 2 9:00 AM - 10:00 The Hot Shop merchant
row next caravan creations
Sun Aug 3 9:00 AM - 10:00 The Hot Shop merchant
row next caravan creations
Mon Aug 4 9:00 AM - 10:00 The Hot Shop merchant
row next caravan creations
Tue Aug 5 9:00 AM - 10:00 The Hot Shop merchant
row next caravan creations
Wed Aug 6 9:00 AM - 10:00 The Hot Shop merchant
row next caravan creations
Thu Aug 7 9:00 AM - 10:00 The Hot Shop merchant
row next caravan creations
Fri Aug 8 9:00 AM - 10:00 The Hot Shop merchant
row next caravan creations
Learn the safety procedures and basics of melting glass with a torch to create basic beads.

Beginner Dots

glass beads
Domina Keely the Tinker Aethelmearc 2 hours
Wed Jul 30 2:00 PM - 16:00 The Hot Shop merchant
row next caravan creations
Sat Aug 2 3:00 PM - 17:00 The Hot Shop merchant
row next caravan creations
Thu Aug 7 1:00 PM - 15:00 The Hot Shop merchant
row next caravan creations
In-depth exploration of using dots to decorate glass beads.

Beginner Glass Stringers and Twists

Domina Keely the Tinker Aethelmearc 2 hours
Tue Jul 29 2:00 PM - 16:00 The Hot Shop merchant
row next caravan creations
Sat Aug 2 11:00 AM - 13:00 The Hot Shop merchant
row next caravan creations
Thu Aug 7 11:00 AM - 13:00 The Hot Shop merchant
row next caravan creations
Will demonstrate multiple methods for creating glass stringers and twisted cane for decorating glass beads.

Deconstructing the Bead

beads
Domina Keely the Tinker Aethelmearc 2 hours
Wed Jul 30 7:00 PM - 21:00 The Hot Shop merchant
row next caravan creations
Thu Jul 31 7:00 PM - 21:00 The Hot Shop merchant
row next caravan creations
Handouts Limit 10 \$1.00
Hands-on class to learn how to apply glass to beads to create dots, twists and more. **NO FIRE!** Play with clay to see how the concepts will work before you try it with hot glass.

Glass Animal Beadmaking 2

glass, multiple cultures
Her Ladyship Mwynwen Ysginidd AKA Strawberry Midrealm 3 hours
Tue Jul 29 7:00 PM - 22:00 The Hot Shop merchant
row next caravan creations
Tue Aug 5 7:00 PM - 22:00 The Hot Shop merchant
row next caravan creations
Materials Limit 6 \$15.00 gas and glass
Intermediate lampworking; making glass animals : penguin cat badger. Observers welcome.

Glass Animal Beadmaking 1

glass, multiple cultures
Her Ladyship Mwynwen Ysginidd AKA Strawberry Midrealm 3 hours
Tue Jul 29 11:00 AM - 14:00 The Hot Shop merchant
row next caravan creations
Tue Aug 5 11:00 AM - 14:00 The Hot Shop merchant
row next caravan creations
Materials Limit 8 \$15.00 gas and glass
Intermediate lampworking: making glass animals. Observers welcome. Make a bee, a pig, and a sheep.

Gold Leaf on Glass: Verre Églomisé

illumination, multiple cultures
Lady Dosalena della Mirandola No Kingdom 3 hours
Sat Aug 2 10:00 AM - 13:00 Guild Mirandola
Materials Limit 15 \$9.00 22k gold leaf, glass, glue, tools
Glass gilding, or *verre églomisé* , was used since Roman antiquity and reached great popularity in the 14th and 15th centuries. It was incorporated into reliquaries, furniture, and *objects d'art* . Create a small *verre églomisé* work using gelatin water gilding technique. Hands-on!

Introduction to Cloisonné Enameling

glass, multiple cultures
Li Xia Avalcal 3 hours
Mon Aug 4 3:00 PM - 18:00 A&S 4
Tue Aug 5 11:30 AM - 14:30 A&S 4
Materials Limit 15 \$10.00 All materials and tools required to complete a pendant or token
Hands on, introductory class for glass enameling on copper. Please bring a design suitable for a 1" square or circular token. **No age restrictions**, but this class involves flame. The instructor reserves the right to refuse anyone who demonstrates they cannot respect everyone's safety. **Under age participants must have a responsible adult within audible and visual range of the tent at all times.**

Lampwork Glass Bead-Making: Safety and Basic Bead

lampwork
Baroness Aranwen verch Rhys Gwalter Aethelmearc 3 hours
Wed Aug 6 9:00 AM - 12:00 A&S 4
Thu Aug 7 12:00 PM - 15:00 A&S 4
Handouts Limit 25
Materials Limit 6 \$10.00 5 for MAPP gas, 5 for cost of glass, 0 for tool usage
An introduction to lampwork bead-making. Instruction will be given regarding setting up a work area and making basic shapes. If time allows, demonstration will be given on beads the students are interested in creating. The class handout will include what will be discussed and give historical background. **18+; age 14 up with parent, due to live fire.**
Adults Only! This class is a hot torch class.

Making Glass Cabochons

glass, multiple cultures
Her Ladyship Mwynwen Ysginidd AKA Strawberry Midrealm 2 hours
Mon Jul 28 1:00 PM - 15:00 The Hot Shop merchant
row next caravan creations
Mon Aug 4 1:00 PM - 15:00 The Hot Shop merchant
row next caravan creations
Materials Limit 8 \$15.00 gas and glass
Making glass cabochons: Intermediate lampworking. Includes making glass game pieces.

Pennsic Glass Challenge

glass, multiple cultures
Li Xia Avalcal 3 hours
Tue Jul 29 6:00 PM - 21:00 A&S 4
Wed Jul 30 6:00 PM - 21:00 A&S 4
Thu Jul 31 6:00 PM - 21:00 A&S 4
Fri Aug 1 6:00 PM - 21:00 A&S 4
Sat Aug 2 6:00 PM - 21:00 A&S 4
Sun Aug 3 9:00 AM - 12:00 A&S 4
Materials Limit 12 \$5.00 All equipment, materials, and tools will be provided for each daily challenge. If you have your own favourite glass-rated safety glasses (didymium), please bring them along.

Looking for beadmaking enthusiasts of all skill levels! If you can work at a beadmaking torch, safely, without direct supervision, join us! This is a fun challenge meant to push individuals along their own learning paths, to try something new and find new horizons in their creativity and technical skill. This is **not** a competition. Back again by popular demand at Pennsic 52! Visit tinyurl.com/glassapprentice for more information.

Tools of the Flame

beads, other
Domina Keely the Tinker Aethelmearc 1 hour
Wed Jul 30 11:00 AM - 12:00 The Hot Shop merchant
row next caravan creations
Fri Aug 1 11:00 AM - 12:00 The Hot Shop merchant
row next caravan creations
Mon Aug 4 11:00 AM - 12:00 The Hot Shop merchant
row next caravan creations
Hands-on discussion of tools and equipment needed to begin making glass beads. Students may see and handle tools and discuss the cost of a start-up kit.

HEALTH AND SAFETY

ADHD Deep Hacks

neurodivergent, adhd, modern
THL Dunstan Bramblette Midrealm 2 hours
Mon Aug 4 10:00 AM - 12:00 A&S 11
In this class, I talk about each spoke of the life wheel, how ADHD can interfere and throw at least one, but more like several, systems to compensate. "Yes, ands" will be welcome as time permits.

Medicine, Physick, and Surgery

Lord Erich von Kleinfeld Atlantia 2 hours
Wed Aug 6 10:00 AM - 12:00 A&S 8
An overview of the three "official" branches of healthcare (physicians, surgeons, apothecaries), with a look at other trades such as midwife, herbalist, etc. Handouts for all classes: <http://www.3fgburner.net/#info>.
NOTE "Pennsic University does not advocate the adoption of any diagnostic method or course of treatment not performed by properly licensed practitioners in accordance with modern world medical (or legal) standard of care. This class will present medically (or legally) significant information for purely informational purposes only. The University strongly recommends that you always inform, and obtain advice from, modern world medical (or legal) professionals before altering or starting any course of diagnosis or treatment (or engaging in any legal practice) based on this class."

Yoga for Anyone and Everyone: On Runestone Hill

multiple cultures
Oavan No Kingdom 1 hour
Sat Aug 2 11:00 AM - 12:00 Runestone
Sun Aug 3 11:00 AM - 12:00 Runestone
Mon Aug 4 11:00 AM - 12:00 Runestone
Tue Aug 5 11:00 AM - 12:00 Runestone
Wed Aug 6 11:00 AM - 12:00 Runestone
Thu Aug 7 11:00 AM - 12:00 Runestone
All-level friendly, basic *vinyasa* class, open to complete beginners and seasoned yogis. Bring your own mat, towel and water; prepare to work and relax. Additional classes at 4 pm on 8/5 and 8/6 at Horde Camp.

HERALDRY

An Introduction to Names and Heraldry

heraldry, device heraldry, name heraldry, newcomers
Nobilis Thory Vedardottir Midrealm 1 hour
Tue Jul 29 1:30 PM - 14:30 A&S 2
Mon Aug 4 10:00 AM - 11:00 A&S 2
Tue Aug 5 10:00 AM - 11:00 A&S 2
Wed Aug 6 10:00 AM - 11:00 A&S 2
An explanation of the heraldic registration process and what to consider. Names are touched on, and most of the class is on heraldic (shield) design. The basic rules, colors, and object combinations are illustrated, as well as heraldic conflict.

Basic Sign Heraldry for Court

language, court heraldry, asl, sign, beginner
Mistress Tegan de Moreton Atlantia 1 hour
Thu Jul 31 9:00 AM - 10:00 A&S 13
Tue Aug 5 10:00 AM - 11:00 A&S 12
Learn the basic signs used by Sign Heralds for signing in court. If you want to be a Sign Herald or if you are an interested member of the audience who wants to know what Sign Heralds are signing, this course is for you. No prior knowledge of American Sign Language or Sign Heraldry is required.

Beginner Heraldry: Armory 101

device heraldry, heraldry
THL Owen Tegg Aethelmearc 1 hour
Mon Aug 4 11:00 AM - 12:00 A&S 2
Handouts Limit 10
Complete beginners welcome! We will go over basic armory terms and structure and touch on the SCA submissions process.

Choosing an SCA Name

name heraldry, newcomers
Dame Elsbeth Anne Roth Aethelmearc 1 hour
Wed Jul 30 1:30 PM - 14:30 A&S 2
So you have just joined and need an SCA name, or just want to change your name. How do you go about it? What are your options? This class introduces how names are registered in the SCA and helps you navigate the process.

Conflict Checking with the Complex Search

Magnifica Beatrice Domenici dellaCampana Northshield 2 hours
Thu Jul 31 3:00 PM - 17:00 A&S 2
For heralds who already know the basics of armory conflict checking, this class will teach the use of the Complex Search Form. Attendees should already be *fluent* in charge group theory and conflict-checking rules under SENA. Students will learn techniques for searching for armory conflicts by coding with the Complex Search Form, as well as an overview of the codes used for that Form and in the O&A database. Class will also touch on "traps" inherent in the Complex Search and how best to avoid them to more quickly find potential conflicts.

Easy Banner Making Using Appliqué

device heraldry, sewing, banners, sca life
THL Jolicia atte Northclyfe Midrealm 1 hour
Thu Jul 31 2:00 PM - 15:00 A&S 2
Handouts Limit 10 \$1.00
Learn ways to turn your SCA device into an attractive and sturdy banner using appliqué techniques. You'll get step-by-step instructions with hands-on examples. Students should already have a kingdom-approved device; heraldry rules are beyond the scope of this class. Basic knowledge of sewing and embroidery is a plus but not required. Class is discussion, not hands-on.

Heraldry for Scribes

device heraldry, scribal
THL Owen Tegg Aethelmearc 1 hour
Sun Aug 3 11:00 AM - 12:00 Æthelmearc 1
Handouts Limit 15
Learn how to turn the verbal description of armory into art! We will cover the basics of how to decode a blazon, research heraldic terms, and touch on heraldic guidelines for scroll text. (This part will be somewhat Æthelmearc-centric, but most of the class applies to all kingdoms.) If you've ever been stumped by terms like *per saltire*, *goutty-de-sang* or *afforty* then this is the class for you!

I Do Not Think That Means What You Think It Means

Magnifica Beatrice Domenici dellaCampana Northshield 1 hour
Wed Jul 30 10:00 AM - 11:00 A&S 2
An exploration of the inter-kingdom anthropology of the usage of regalia and other tokens and designators of rank as used within the SCA.

I Have Heraldry! Now What?

device heraldry
Nobilis Thory Vedardottir Midrealm 1 hour
Tue Jul 29 11:30 AM - 12:30 A&S 2
Thu Aug 7 10:30 AM - 11:30 A&S 2
Starting with your submission paperwork, I explain how to scale images using photocopiers, and also with drawing programs. These scaled designs can be cut, traced, and otherwise translated to banners, garb, shields, belt favors, and any other medium. I include low-tech options for folks who are less comfortable with technology.

Sources for African Names

africa, names
Dame Juliana de Luna An Tir 1 hour
Thu Jul 31 4:00 AM - 05:00 A&S 2
Sun Aug 3 11:00 AM - 12:00 A&S 2
Handouts Limit 30
In this class, we'll explore sources for names from both West and East Africa, focusing on what we have found and what we still might find. Locations we'll look at include Mali, Senegambia, Kongo/Angola, Nubia, Ethiopia, and the East African coast. You'll walk away with a handout that will guide you to specific resources and articles.

War Herald's Challenge

Magnifica Beatrice Domenici dellaCampana Northshield 2 hours
Fri Aug 1 3:30 PM - 17:30 Fort
In preparation for Opening Ceremonies, the Pennsic War Herald opens a challenge to all voice heralds of the Known World. Come to the battlefield and try your skills against the elements and other heralds. The War Herald is offering prizes to the herald(s) who can be heard -- clearly and intelligibly -- at the longest distance from the Fort, as well as for the winners of other challenges.

HISTORY: AFRICA/MIDDLE EAST

Concerning Mohammed and the Well-Guided Caliphs

middle eastern
Master Cariadoc West 1 hour
Thu Jul 31 11:00 AM - 12:00 A&S 1
Concerning Our Lord the Prophet Mohammed (Blessings upon Him, his Kindred and his Companion Train) and the Well-Guided Caliphs. A history of the early years of Islam, taught in persona from the standpoint of a 12th-century North African Muslim.

How Bananas Changed the World!

Dr. Micah Humbert Atlantia 1 hour
Wed Jul 30 3:00 PM - 16:00 A&S 8
Tue Aug 5 3:00 PM - 16:00 A&S 3
This presentation will explore how developments in naval technology allowed networks of exchange to develop connecting Asia to China to India to Africa and Europe. With these new connections, trade - especially in the areas of new foods like bananas and *Champa* rice - led to population explosions and the rise of Empires! Covers roughly 800 CE to 1500 CE.

Law in the Lands of Peace

middle eastern
Master Cariadoc West 1 hour
Tue Aug 5 1:00 PM - 14:00 A&S 1
A class on *Fiqh* , Muslim law, taught in persona from the point of view of the Maliki school.

HISTORY: ASIA

Kamon : Designing and Documenting Japanese Armory

far eastern, japan, japanese, heraldry, devices, badges, fashion, textiles, device heraldry, persona development, banners, flags
Solveig Þrándardóttir Aethelmearc 2 hours
Thu Jul 31 11:00 AM - 13:00 A&S 2
Handouts Limit 20 \$2.00
Do you want to design real Japanese heraldic designs

called *kamon* ? Are you a herald who wants to increase your repertoire of culturally specific heraldic design resources? Then this class is for you. Discover the evolution of *kamon* and their cultural significance. Learn how to use online resources to design pre-modern Japanese *kamon* .

Meigaku : Design and Document Japanese Names
far eastern, heraldry, onomastics, japan, japanese, names
Solveig Brándardóttir Aethelmearc 1.5 hours
Thu Jul 31 9:00 AM - 10:30 A&S 2
Handouts Limit 20 \$1.00

Do you want to design a Japanese personal name which is appropriate for a particular time and social role? Do you want to design a Japanese group name for your war band or theater troupe? Are you a herald who wants to increase your repertoire of culture-specific naming practices? Would you like to know how rank, title, and office relate to all of this and how to include them in people's names? Would you like to learn how to pronounce Japanese names and summon people into court? Then this class is for you! Learn how the structure of Japanese personal and group names varied by time, period, and social status. Learn to design pre-modern names and attach titles.

Empires Without Borders
#mongol, #geography, #turkic
Hideg Magda East 1 hour
Tue Aug 5 11:00 AM - 12:00 Black Mountain, Booth 86

Empires without borders: a different conceptualization of culture vs geography. In this advanced level discussion, we will be attempting to lose ourselves from an agricultural, or static, preconception of ethnogroups, countries and states, and become more comfortable with one informed by nomadic hunting and herding cultures. This is most suited to persons interested in Mongol and other Turkic cultures, with some familiarity with their chosen group; but is open to anyone curious. Discussion seeds will include, but are not limited to, controversial or misappropriated archaeological digs in the western steppes, clothing, ornament, historical ranges, intertribal and intratribal identity disputes in period.

TEA 101: A Tasty History of Tea
tea, food culture, japan, china
Lady Kitsuko Tsukino Midrealm 2 hours
Wed Jul 30 9:00 AM - 11:00 Catskills Mountain Moccasins
Mon Aug 4 9:30 AM - 11:30 Catskills Mountain Moccasins
Handouts Limit 10
Materials Limit 20 \$4.00 12 different teas, and bottled water

TEA 101 is a basic tea history: pre-1600s along with a chance to try 12 different kinds of tea and learn the science behind brewing tea.
Please bring your own cup for the tasting but no pewter or metal cups without insulation to protect your hand from the heat of the tea. Bring your own chair. Floor seating available.

TEA 202: Teas of Japan.
japan, tea
Lady Kitsuko Tsukino Midrealm 2 hours
Fri Aug 1 9:00 AM - 11:00 Catskills Mountain Moccasins
Handouts Limit 10
Materials Limit 20 \$4.00 9+ teas imported from japan.

Tea history and culture of Japan from 800-1700s with the chance to try nine different Japanese teas, possibly more if time allows. Everyone needs to bring their own mug. No pewter mugs or other easily heat-conductive mugs without insulated handles or covers.
Bring your own chair. Floor seating available.

The Clock of History Set Back: Japan and Hungary
japan, hungary, 16th century, warfare
William West 1 hour
Tue Aug 5 2:00 PM - 15:00 A&S 3
From the start of the Onin War in 1467 to the accession

of Tokugawa Ieyasu in 1603, Japan saw chaos, death and military revolution, with tactics, strategy and equipment rapidly evolving and civil society, as it always does, struggling to catch up, innovation after innovation shattering the peace of Japan and calling into implicit question the role of the samurai.

Across the width of Asia, the same dynamics in Europe played out, with the feudal nobility beggared and broken by the same weapons - pike and shot - that Oda Nobunaga had used to conquer Japan.
This is that story, and the story of the men in Japan and Hungary who looked at the end of what they knew and said "no" - and the tale of what happened to them afterwards, told by William of Porto.

The Shining People: the Tocharians and Their World
Lord William de Hirst Atlantia 1 hour
Wed Aug 6 12:00 PM - 13:00 A&S 7
Handouts Limit 25

The most enigmatic and far-flung of the Indo-European peoples, the Tocharians thrived in the hard deserts of Central Asia and grew rich on the Silk Road, spreading culture and religion. Who were they? How did they get there? What was life like among them? Find out all that and more, along with language and persona creation tips.

HISTORY: EUROPE

1066: Three Kings and the End of England
history, anglo-saxon, england, english, 11th century, viking
William West 1 hour
Mon Aug 4 2:00 PM - 15:00 A&S 3

Over the course of the ninth and tenth centuries, the Vikings raided across northern Europe, sacking monasteries, burning farms and destroying whatever armies crossed them. In the teeth of their assault, the Kingdom of England was forged out of the last unconquered remnant of the English states by Alfred the Great, yet in the centuries to follow, this new kingdom would need to fight for its life against the heirs of these Vikings, whether they came from Denmark or Norway or the shores of Normandy, hardly more than a bowshot across the Channel. This narrative history focuses on the last three generations of Saxon rule, under Æthelred the Unready, Edward the Confessor and Harald Godwinson before the final hammer falls at Hastings.

16th-Century Western Pornography - CCT
european, literature, erotica, italy, 16th-century, 16thc, courtesan college, sexuality
Mistress Magdalena La Sanguigni Atlantia 2 hours
Sat Aug 2 7:00 PM - 21:00 Courtesan College - B03
Handouts Limit 30 \$5.00

I Modi (The Ways) , also known as *The Sixteen Pleasures* , is a famous erotic book of the Italian Renaissance in which a series of sexual positions were explicitly depicted in engravings. We will examine images from this work and others that explore sexual art for its own sake. There are handouts available. Because of the nature of the class, **age 18+ only**.

Adults Only! Material is inappropriate for children.

16th-Century Western Pornography CCT
Mistress Magdalena La Sanguigni Atlantia 2 hours
Thu Jul 31 4:00 PM - 18:00 A&S 5
Handouts Limit 30 \$5.00

I Modi (The Ways) , also known as *The Sixteen Pleasures* , is a famous erotic book of the Italian Renaissance in which a series of sexual positions were explicitly depicted in engravings. We will examine images from this work and others that explore sexual art for its own sake. There are handouts available. Because of the nature of the class, **age 18+ only**.
Adults Only! Sexual topics

19 Irish Goddesses
european
The Honorable L Liadan Liathán Midrealm 1 hour
Wed Jul 30 3:00 PM - 16:00 A&S 5
Handouts Limit 20 \$2.00

The Irish pantheon is filled with a rich and glorious collection of powerful goddesses. Come learn their stories and songs, and share your own.

A Forester He Truly Was: Foresters Then and Now
england, forestry, history, law
Master Morien MacBain Aethelmearc 1.5 hours
Sat Aug 2 10:00 AM - 11:30 A&S 1

A survey of the role of foresters and forest law in medieval England, with much attention paid to current forester guilds and programs in the SCA.

A Small Period Garden
herbals, herbs, gardening, gardens, medicinal gardens, foods, food culture, agriculture
Magistra Jadwiga Zajackowa East 1 hour
Wed Aug 6 1:00 PM - 14:00 A&S 13
Handouts Limit 20 \$2.00

What do we know about what was grown in the small gardens of cottagers and townsfolk of Europe, especially England and France, during the later part of the SCA period? Using some gardening and herbal sources from the 1400s and 1500s, we'll discuss possible garden plants -- both vegetables and herbs-- and the uses to which people in our period might have put them. No previous knowledge of herbs or gardening is assumed. Suggestions for the modern gardener, including container plants, will be offered, primarily specific to the Northeastern US.

Africans in Tudor England
africa, england, history, exploration
THL Jolicia atte Northclyfe Midrealm 1 hour
Sat Aug 2 11:00 AM - 12:00 A&S 2
Handouts Limit 10 \$1.00

We don't often picture people of African descent in Renaissance England, but they were there. We will cover the ways that people of African descent arrived in England, their roles and occupations once there, and how they were treated by a society that was entering the slave trade. We'll also look at period representations of Africans in art and literature.

Are You Descended from European Royalty?
Meister Friderich Swartzwalder Aethelmearc 1 hour
Fri Aug 1 11:00 AM - 12:00 A&S 12
Have you ever wondered if you descend from European royalty? This class will look at one theory that attempts to answer that question. We will also examine what pitfalls exist that can make this research difficult. The class will dive into the many sources both online and in print that can help with finding your connections to those elusive royals. No previous genealogy experience is needed (but it can help).

Are You Smarter Than a 10th Grader?
Dr. Micah Humbert Atlantia 1 hour
Thu Jul 31 3:00 PM - 16:00 A&S 13
Mon Aug 4 2:00 PM - 15:00 A&S 13

This is a fun trivia activity for "students" of all ages! Test your knowledge of World History by answering general World History questions from the Crusades to the American Revolution. Earn bragging rights and make your friends and camp mates weep with envy at your knowledge of history! Everyone welcome....

Atlantis in the Middle Ages
history, european, folklore, literature, legends
Lord Tempus Peregrinator Ealdormere 1 hour
Wed Jul 30 3:00 PM - 16:00 A&S 3
From Plato's pen to today, the story of Atlantis as it moved from the maritime culture of Greece to what we know today.

Bidding the Bedes: Introduction to Paternosters
beads, european, paternoster, rosaries, paternosters
Dame Elizabeth Alles Midrealm 1 hour
Sat Aug 2 10:00 AM - 11:00 A&S 7
Materials Limit 20 \$5.00 Beads, silk thread, needle, bead tip

In the 13th-16th centuries in western Europe, prayer beads were a ubiquitous accessory. This class discusses the history and development of the paternoster, as well as information on making your own replica. Kits will be available to make a glass paternoster.

Broadside Baddies and Tudor True Crime Drama

THL Katherine Coscombe Midrealm 1 hour
Thu Jul 31 9:00 AM - 10:00 A&S 5

With the advent of the printing press came the first tabloids. The broadsides were full of lurid tales of murder, adultery, and deviance which captivated the Elizabethans. This fascination with crime expressed itself in emergent forms of art and entertainment, including morbid ballads and "ripped from the broadsides" dramas on the Elizabethan stage. **Adult only: topics of murder and adultery. 18+ Adults Only!** discusses murder & adultery

Classical Cryptology: Codes and Ciphers

multiple cultures, cryptography
Lord Bryn of Celyddon Midrealm 1.5 hours
Tue Aug 5 10:00 AM - 11:30 A&S 7
Handouts Limit 20

Codes and ciphers from antiquity to the Renaissance. Hands-on class will allow students to learn about the ancient and medieval forms of encryption. Please bring writing implement.

Courtly Love - CCt

courtly love, sex, literature, love
Dr. Dr. Ken Mondschein East 1 hour
Fri Aug 1 7:00 PM - 20:00 Courtesan College - B03
Courtly love has to be one of the more misunderstood topics in medieval history. Indeed, we should speak not of courtly love, but of courtly loves... an idea that changed over time, as did its uses. What was its social purpose? How did it function? And how has it been warped by centuries of historiography? We'll explore all of this and more, as well as the idea of whether adulterous courtly love was ever an approved custom or just the fervent imaginings of dirty-minded French historians. **18+ Adults Only! Sex!**

Elizabeth Bathory, the Blood Countess

other
Frusina Pisica Aethelmearc 1 hour
Mon Aug 4 1:00 PM - 14:00 A&S 3
Elizabeth Bathory was a 16th-century noblewoman with a penchant for torture. Legend has immortalized the more familiar Dracula but few people know about the Blood Countess of Transylvania. This class will examine the life and depravity of Elizabeth Bathory. **18+ only. Graphic content. Adults Only!** Due to the graphic content of the class

English Rosaries and Paternosters

european, beads, history, paternosters, rosaries
Dame Elizabeth Alles Midrealm 1.5 hours
Sun Aug 3 10:30 AM - 12:00 A&S 7
Handouts Limit 25 \$1.00
Focus is on prayer beads (paternosters) in England from the 11th to 16th C, especially the impact of the English Reformation.

Evolution of Black Powder Arms from 1320-1600

european
Lord Erich von Kleinfeld Atlantia 1 hour
Wed Aug 6 9:00 AM - 10:00 A&S 8
History and development of black powder arms from 1320-1600. This is a **non-shooting** lecture/discussion class covering period firearm technology. Handouts for all classes: <http://www.3fgburner.net/#info>.

Gay Vikings: Sex and Gender in Norse Society

european, queer, viking
Lorefather Porfinnr Hróðgeirsson East 1 hour
Mon Aug 4 12:00 PM - 13:00 A&S 12
The idea of the Viking warrior is a strong cultural idiom that pervades medievalism, especially in the early period. In some ways, this idea of a violent, gruff raider taking riches and assaulting women reflects in our modern society as a symbol of masculinity gone wrong, and medieval Christian writers certainly want us to believe that the Norse were savage outsiders with no place in society. But how did Norse society look from the inside? What about women? What do we know about the expected gender roles and how they were enforced? What happened to those who deviated? Class will

discuss the evidence we have from a variety of sources, and provide possible interpretations of that evidence. Please be aware that the class will discuss sex, sexual abuse, and violence, especially violence directed at sexual and gender minorities. Content warnings will be offered around the most sensitive sections. **Age 18+.** **Adults Only!** Content potentially unsuitable for children.

Gay Vikings: Sex and Gender in Norse Society

european, queer, viking
Lorefather Porfinnr Hróðgeirsson East 1 hour
Wed Aug 6 3:00 PM - 16:00 Bog U
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Hammer of the Witches: Witch Hunts and Trials

european, church history, history, magic, law
Master Morien MacBain Aethelmearc 1.5 hours
Sat Aug 2 12:00 PM - 13:30 A&S 8
A textual survey of the Witch Hunt mania with special foci on the *Malleus Maleficarum* and *The Discoverie of Witchcraft* . Examines the various texts, tactics, and histories of witch-hunters, along with information on the enemies they believed they fought.

History of Sheep

agriculture, animals
Mistress Nest verch Tangwistel East 1 hour
Tue Aug 5 12:00 PM - 13:00 A&S 7
Handouts Limit 20 \$1.00
Sheep have been domesticated since around 10,000 BC. They can be used for wool, meat and milk production. We will discuss the history of sheep breeds and which ones would have been available before 1600.

Jesus Christ: War Chief

saxony, 9thc, poetry, epic, carolingian, religion
Lord Lothar Atlantia 1 hour
Tue Aug 5 9:00 AM - 10:00 A&S 5
The *Heliand* is a retelling of the gospel of Jesus from the point of view of the Saxon warrior culture. We will examine this primary source for insight into the use of epic poetry in converting the Saxons to Christianity in the 9th century.

Joan of Arc: Artillerist, Fraudbuster, and Saint

history, france, hundred years war, war, warfare, christianity
William West 1 hour
Thu Jul 31 4:00 PM - 17:00 A&S 7
A short summary of the life of an artillery expert, fraudbuster, and saint who was of moderate importance to the continued survival of the French monarchy, covered by historical enthusiast (and agnostic), William of Porto, focusing on the accomplishments of her career and just how overwhelmingly implausible they are. I am fundamentally confused about what happened if we don't assume miracles occurred, but I'll still be happy to tell you everything I know about one of the most extraordinary people I've ever encountered in the pages of history.

Justice by Blood and Iron

european, law
Lord Alexander of Ayr Atlantia 1.5 hours
Sun Aug 3 4:00 PM - 17:30 A&S 5
For centuries various European societies resolved some of their greatest legal disputes through a procedure

where two people tried to slaughter each other. This class aims to address a single question: Why? Why in the name of all that is just, and at least slightly sensible, would people, cultures, and entire kingdoms agree to this? In the process of answering this question we'll look at various techniques and legal practices that marked these trials, specific cases which were resolved by combat, and the lasting legacy of trial by combat on our own system of justice.

Lead On, Brave Heart

Éadaoin Ruadh Aethelmearc 1 hour
Sun Aug 3 10:00 AM - 11:00 A&S 12
Handouts Limit 30
Thanks to Mr. Gibson's film and a questionable Scottish accent, plenty of the non-Scottish world "knows" what happened with William Wallace, Robert the Bruce, and the First Scottish War of Independence. Come learn, with visual aids and a slightly less questionable accent, what we know and what we question about those events.

Medieval Cats and Other Pets

animals
Sarah le Payller East 1 hour
Thu Jul 31 10:00 AM - 11:00 A&S 3
Wed Aug 6 10:00 AM - 11:00 A&S 13
A class on medieval pets, including representations in arts and literature, with a focus on cats.

Miraculous, Mysterious, Medieval Theatre

theater, european, theatre, history
THL Katherine Coscombe Midrealm 1 hour
Mon Aug 4 9:00 AM - 10:00 A&S 5
Handouts Limit 15
A look at the death and rebirth of theatre in the Middle Ages, from religious condemnation to church-sponsored epic pageants and passion plays.

Moorish Spain

history
Lord Tempus Peregrinator Ealdormere 1 hour
Thu Jul 31 12:00 PM - 13:00 A&S 3
An overview of the whole 800 years of the Moors in Spain. A history of where they came from, how and why they went there, what they did there and what happened after they were driven out. This was a long period of time but it has had long lasting effects on Europe and the whole world. And we'll try to squeeze all that into an hour.

Nigel's Fire Starting Class

Master Nigel leHaie Midrealm 1 hour
Sun Aug 3 2:00 PM - 15:00 Bog U
Handouts Limit 6
Materials Limit 6
Learn how to start a fire like most people in the Middle Ages with flint and steel. **Age 18+.** **Adults Only! Fire**

Nigel's Fire Starting Class

Master Nigel leHaie Midrealm 1 hour
Thu Jul 31 3:00 PM - 16:00 A&S 4
Tue Aug 5 3:00 PM - 16:00 A&S 4
You too can learn how to start a fire just like the Roman, Vikings, Saxons, and all other people of the Middle Ages. Learn the history, technology and practical techniques of starting a fire with flint and steel. Everyone gets to try! **18+; fire making. Adults Only! We make fire.**

Night's Black Agents: Elizabethan Espionage

european, history, england, elizabethan, espionage
Master Morien MacBain Aethelmearc 1.5 hours
Thu Jul 31 1:00 PM - 14:30 A&S 13
Walsingham! Sneaky Jesuits! Perfidious Albion! The Gunpowder Plot! (Ok, that's Jacobean, not Elizabethan, but away we go!). A survey of Elizabeth's intelligence service, spymasters, codes, operations and agents, as well as the litany of conspiracies and plots they faced!

Polity: Forging Beliefs Through Violence

THL Tristan Lechanticler East 2 hours
Thu Jul 31 10:00 AM - 12:00 A&S 5
Mon Aug 4 12:00 PM - 14:00 A&S 7
Handouts Limit 25

We will explore the roles of the subconscious, myth, and desperation in the ongoing process of establishing political norms in the Middle Ages. We touch on pre-Christian pontiffs, the Anglo-Saxon *witan*, John Cade's rebellion, the post-period invention of the Cathars, and Norman Viking religious rhetoric. Revelations of recent medieval archaeology and literary scholarship will be presented in a framework of close examination of a few words that are key to understanding and misunderstanding society through the ages.

Risqué Pompeii: Art Under the Volcano - CCt

courtesan college, ancient, roman, sexuality
THL Rosie Dubroc Midrealm 1 hour
Fri Aug 1 8:00 PM - 21:00 Courtesan College - B03
Upon the discovery of Pompeii, and its neighbor Herculaneum, Victorian explorers were both surprised and horrified by what they found. The sexually explicit artwork they uncovered would forever change their view of Ancient Rome and eventually lead to our modern concept of pornography. Come have a look at the artwork that caused such an uproar that it was hidden away for nearly two centuries. **Age 18+.**
Adults Only! Sexually explicit material

Romania: Myths, Monsters, Legends

Frusina Pisica Aethelmearc 1 hour
Thu Aug 7 1:00 PM - 14:00 A&S 3
An overview of Romania's myths, superstitions, gods, and monsters.

Sadomasochism in Religious Art - CCt

religion, courtesan college, christianity, sexuality
THL Rosie Dubroc Midrealm 1 hour
Wed Jul 30 4:00 PM - 17:00 Courtesan College - B03
Handouts Limit 20
This class looks at Western European depictions of Christian saints and martyrs and focuses on the abundance of violence often with sexual overtones present in this art. **Age 18+.**
Adults Only! Sexually explicit material

Saxon Transylvania: An Overview of Culture/History

Frusina Pisica Aethelmearc 1 hour
Sun Aug 3 12:00 PM - 13:00 A&S 7
This class will explore the culture and history of Saxon Transylvania. Especially, we will look at Saxon influence on life and arts.

Sex with Demons - CCt

sex, theology, demons
Dr. Dr. Ken Mondschein East 1 hour
Fri Aug 1 5:00 PM - 18:00 Courtesan College - B03
Believe it or not, the idea that people had sex with demons was part of approved—even required—Christian belief in the late Middle Ages and into the early modern period. In this class, we'll explore what these randy spirits were, the ideas of *incubi* and *succubi*, where beliefs about them came from, how they fit into a comprehensive worldview, and how these beliefs could be used as tools for what Moore called "the persecuting society."
Please note this is not a practicum, as all summoned beings would have to enter main gate and pay camp fees. **18+**
Adults Only! Sex. Demons.

Slavic Interest Group Meetup

culture, east europe, baltic, slavic
Lady Patricia of Trakai Atlantia 1 hour
Mon Aug 4 3:00 PM - 16:00 A&S 13
The interkingdom Slavic Interest Group (SIG) was born at Pennsic XXIV (1995). Let's have a 30th-anniversary meetup and share our personas, our knowledge, and our research goals. SIG welcomes people interested in medieval history and culture of Russia (Kievan Rus, Novgorod, Chernigov, Polotsk, Smolensk, etc.), Ukraine, Hungary, Romania, Transylvania, Latvia, Lithuania, Karelia, Slovakia, Czech Republic, Bohemia, Moravia,

Great Moravia, Slovenia, Croatia, Serbia, Bosnia, Dalmatia, Albania, Poland, Estonia, Belarus, Moldova, Bulgaria, Armenia, Georgia, Turkmenistan, Tajikistan, Azerbaijan, Kirgizstan, Kazakhstan, Turkestan, Khazaria, and related ethnic groups.

The ABCs of Hellenic Polytheism

greek, pagan, religion, informative, beginner friendly
Attalos Midrealm 1.5 hours
Tue Jul 29 1:00 PM - 14:30 A&S 7
Mon Aug 4 12:00 PM - 13:30 A&S 8
Handouts Limit 10 \$1.00
This class covers the deities, myths, festivals and celebrations, prayers, offering types, values and traditions of ancient Hellenic people as well as briefly touching on Ancient Greek culture and ancient cults to the gods. Open to both people interested in Hellenic Polytheism and experienced Hellenic Polytheists.

The Black Prince's Great Raid in France 1355

Sir Caveron Midrealm 1.5 hours
Tue Aug 5 3:00 PM - 16:30 A&S 1
Handouts Limit 40
The Black Prince, Edward Woodstock of England, led a raid in 1355 that took him 606 miles from Bordeaux on the Atlantic to Narbonne to the Greek Sea (Mediterranean) and back to Bordeaux. The Raid was fast-moving, highly complex, organized, and focused. The purpose of his raid was to pursue his father's (Edward III) claim to the throne of France and prove to the nobles and populace that King Jean II of France could not protect them.

The Death of Olaf Trygvassen

William West 1 hour
Mon Aug 4 4:00 PM - 17:00 A&S 3
Snorri Sturluson collected many epic tales in *Heimskringla*, his History of the Norse Kings, but the finest of them all was the great battle of Svolder between Olaf Trygvassen, King of Norway, and the vast hosts of the kings of Sweden and Denmark - and of Jarl Eric, Olaf's greatest foe, whose family had long been at feud with the *Ynglings*. This class will tell the story of Olaf Trygvassen's career as pirate and king and of its climax at Svold. Fair warning - while this class will be taught as narrative history, our source is not tremendously reliable, being a couple hundred years too late to witness the events.

The Great Plague of 1347

european, history, culture, medicine
Lord Tempus Peregrinator Ealdormere 1 hour
Wed Jul 30 4:00 PM - 17:00 A&S 3
The plague of 1347 was a cause of great upheaval in Europe, affecting the daily life of all strata of society and changing the world. This class will examine how the plague changed everything and made the modern world we know today.

The History of Kissing - CCt

multiple cultures
Chontesa Fortune St Keyne East 1 hour
Sat Aug 2 2:00 PM - 15:00 A&S 12
Juliet stated "palm to palm is holy palmers' kiss", but what do we know about the kiss in period? Our lips aren't sealed; come learn the history of the kiss. **Age 18+.**
Adults Only! Kissing. Nuff said. It won't be racy, but why chance it really?

The History of Prosthetics

Dame Elisabeta Fischer Midrealm 1 hour
Sun Aug 3 10:00 AM - 11:00 A&S 1
The use of prosthetics from antiquity through the Middle Ages, and the advancements that were made during the Middle Ages.

The History of Prostitution - CCt

european, courtesan college, courtesan, courtesans, sex work, sex workers, sexuality
Mistress Magdalena La Sanguigni Atlantia 2 hours
Fri Aug 1 2:00 PM - 16:00 Courtesan College - B03
Handouts Limit 30 \$5.00
A survey of the history of prostitution, from the late Roman era to 1600 CE. We will be covering such topics

as the formation of red light districts, brothel management, contraception, municipal laws, church law, and the garb and identification of a prostitute within this time period. **Age 18+.**

Adults Only! Subject matter is inappropriate for children

The History of Prostitution CCt

Mistress Magdalena La Sanguigni Atlantia 2 hours
Wed Aug 6 11:00 AM - 13:00 A&S 5
Handouts Limit 30 \$5.00
A survey of the history of prostitution, from the late Roman era to 1600 CE. We will be covering such topics as the formation of red light districts, brothel management, contraception, municipal laws, church law, and the garb and identification of a prostitute within this time period. **Age 18+.**
Adults Only! Adult themes

The Irish Brehon Laws

research, european
The Honorable L Liadan Liathán Midrealm 1 hour
Mon Aug 4 10:00 AM - 11:00 A&S 1
Handouts Limit 15 \$2.00
The ancient Irish developed a complex, logical system of law based on compensation and honor that lasted centuries. The class focuses on the different levels of qualifications to become a Brehon or Bard, as well as the methods of adjudication and application.

The Pictish Harp: Myth and History

picts, pictish, harp, music history
Mistress SeigineRuadh Friseal East 1 hour
Thu Aug 7 11:00 AM - 12:00 Touch the Earth
Handouts Limit 20 \$1.00
We will explore the different theories on the arrival of the harp in Scotland, why one has not been excavated to date, and what the carvings on the Pictish stones can tell us. I will present the research, and we will have a roundtable discussion about the theories and history of the Pictish harp.
Adults Only! n/a

The Third Fall of Rome and the End of the World

byzantine, warfare, history, 7th century, 8th century
William West 1 hour
Thu Jul 31 2:00 PM - 15:00 A&S 3
The Roman Empire died five times, but four times it rose from the dead. This story tells the tale of the third, for when Emperor Heraclius died, it was with half his empire and three-quarters of its wealth in the hands of the Arab conquerors, and his heirs would find it far from easy to maintain themselves against the military juggernaut wielded by Mu'awiya and his sons, that great empire of the Umayyads that stretched from Spain to the Indus.
This narrative history covers the second half of the period 602-720 in which Constantinople was thrice besieged and nearly fell, with another class ("The Third Fall of Rome and the Labors of Heraclius") covering the first half, taught by historical enthusiast William of Porto.

The Third Fall of Rome and the Labors of Heraclius

history, byzantine, warfare, 7th century, 8th century
William West 1 hour
Wed Jul 30 2:00 PM - 15:00 A&S 3
The Roman empire died five times, but four times it rose from the dead. This story tells the tale of the third, for when the Emperor Heraclius came to the throne of the Roman (or, if you prefer, Byzantine) Empire in 602, it was to find almost half the Empire's territory occupied by Persians and most of the remaining half by Avars. Through war and diplomacy he managed to save the Empire for a generation - only for a new threat, the Arabs of the desert, to take it from him again. This narrative history covers the first half of the period 602-720 in which Constantinople was thrice besieged and nearly fell, with a second class ("The Third Fall of Rome and the End of the World") covering the second half, taught by historical enthusiast William of Porto.

The Way of Saint James: Pilgrims to Santiago

european, religion, history, church history, spain
Master Morien MacBain Aethelmearc 2 hours
Thu Jul 31 3:00 PM - 17:00 A&S 1
We will examine the legends, history, and lore of the

Camino de Santiago , with special emphasis on the nature of medieval pilgrimage, sites of special historic, religious, and cultural importance along the route, plus advice for planning and completing the pilgrimage today. Taught by former pilgrims. *jBuen camino!*

Theatre of Spain and Mexico

theater, theatre, history, mexico, new world, spain
THL Katherine Coscombe Midrealm 1 hour
Tue Jul 29 11:00 AM - 12:00 A&S 6
Handouts Limit 15
The theatre of Spain has several unique factors which set it apart from other European forms, and Spain's influence in Mexico led to the earliest Western-style theatre in the New World amongst the *Nahua* .

To Bridle the Horses of St. Mark: Chioggia

history, venice, genoa, 14th century
William West 1 hour
Sat Aug 2 2:00 PM - 15:00 A&S 7
The two great maritime republics of Venice and Genoa had always despised each other, but 1378 saw the rivalry heat up to the point of war, from brawls in the Crusader cities of the Levant to open battles on the sea and even the siege of Venice itself. With the island city of Venice finally vulnerable, Genoa planned to do what Charlemagne's son could not and not merely take an island or a city from its rival but destroy it - to, as the Genoese ambassador boasted, "put a bridle on those horses of yours on the portico of Saint Mark's," and so end the ambitions of Venice. This is the tale of one of the most exciting wars you have never heard of, told by William of Porto.

Two Suns in the Sky: The War for the Mediterranean

history, 16th-century, mediterranean, spain, turkish, ottoman, warfare, hungary
William West 1.5 hours
Wed Aug 6 2:00 PM - 15:30 A&S 3
"Just as there is only one God in heaven, so there can only be one empire on the earth," wrote Ibrahim Pasha, vizier of the great Ottoman Sultan Suleiman the Magnificent. The Catholic Desiderus Erasmus phrased it differently: "The rumor... is that the Turk will invade Germany with all his forces, to do battle for the grand prize, whether Charles" - Holy Roman Emperor Charles I and V - "or the Turk be monarch of the entire world, for the world cannot abide two suns in the sky."
Over the course of the sixteenth century, the two mightiest empires in Europe (both multicontinental, both the heirs of Rome) squared off in Hungary, in the Mediterranean and throughout the Balkans for control of the world, ending with a land battle fought at sea that historian Roger Crowley calls the bloodiest day before the first World War. This class tells that story, and the story of why neither of them won.

When Debt Collectors Repossessed Constantinople

history, crusades, 12th century, 13th century, war, byzantine, venice
William West 1 hour
Fri Aug 1 4:00 PM - 17:00 A&S 8
The Fourth Crusade - for which the Pope has personally apologized, though really it was mostly not his or his office's fault - is one of the most fascinating and bizarre stories in European history. It's the epic tale of a band of Crusaders who started out attempting to retake Jerusalem and ended up causing the downfall of the Byzantine Empire. This short class attempts to cover the story in only an hour, with time for questions.

ILLUMINATION

Adding Whimsy: Getting Marginalia On More Scrolls!

scribal arts, illumination, marginalia, make and take
THL Lady Gwen Cooke Aethelmearc 1.5 hours
Wed Jul 30 10:00 AM - 11:30 Aethelmearc 2
Handouts Limit 20 \$1.00
Materials Limit 20 \$1.00 \$1 - printed blanks to keep and draw on

Nearly everyone loves to see marginalia throughout our modern medieval age, but not everyone is confident in how to use screaming snails, trumpeting tushes, battle bunnies, and grinning grotesqueries to accentuate their scroll-work. This class will discuss the inclusion of

marginalia and offer opportunities for everyone to try out ways to incorporate some marginalia in scrolls. We will use blanks pre-drawn with linework as a base for our learning and experimentation, though students are welcome to bring in-progress works to use for their own experimentation.
Class will provide blanks and some linework marginalia examples for tracing. Students should attempt to bring pencils, erasers, and any other drawing supplies they utilize, though there will be a limited amount of supplies for use during the class. Students will all leave with their worked-on blanks, plus any spares they want for further experimentation. There will not be painting during this class, though plenty of drawing, erasing, and squinting at weird margin doodles!

Brush Techniques and Skills for Illumination

Lady Dosalena della Mirandola No Kingdom 1 hour
Wed Aug 6 11:00 AM - 12:00 Guild Mirandola
Materials Limit 20 \$2.00 Paint, pergamenata, brushes, palettes, tools
The ideal paint viscosity, how to properly hold a brush, load the right amount of paint, and apply it to a surface can be a game changer for painting in the true medieval style with skill and finesse. Come learn tips on brush and painting skills!

Creating a Sampler of Medieval Pigments

illumination, european
Baroness Aldermoureis "Alda" Ventzke Midrealm 2 hours
Tue Aug 5 10:00 AM - 12:00 Aethelmearc 2
Create your own sampler using historical pigments.

Demystifying Silver and Gold

european
Baroness Aldermoureis "Alda" Ventzke Midrealm 2 hours
Mon Aug 4 3:00 PM - 17:00 Aethelmearc 1
Create a sampler sheet of different types of gold and silver that you might use to adorn your own A&S projects. While the focus is on paper, the materials can often be used on other surfaces.

Demystifying Whitework

scribal, illumination
THL Owen Tegg Aethelmearc 1 hour
Sat Aug 2 11:00 AM - 12:00 Aethelmearc 1
Handouts Limit 10 \$5.00
Materials Limit 10 \$15.00 optional squirrel hair paintbrush
This class will cover tools, materials, techniques, and designs for whitework, largely in the ~14th-C English and French style, though the knowledge is broadly applicable to many styles of illumination. Beginner-intermediate, no fee for digital handout. Materials fee is **optional** and includes a squirrel-hair paintbrush.

Egg Tempera for Panels and Polychrome Objects

illumination, multiple cultures
Lady Dosalena della Mirandola No Kingdom 3 hours
Fri Aug 1 3:00 PM - 18:00 Guild Mirandola
Tue Aug 5 3:00 PM - 18:00 Guild Mirandola
Materials Limit 15 \$7.00 Fee is for all materials: traditional gessoed panel, pigments, brushes, tools.
Egg tempera is an ancient medium dating to the Egyptians and used throughout history. Virtually all panel paintings executed before mid-1400s used solely the yolk of the egg and mineral pigments as the paint. Tempera was also used as polychrome for objects and sculptures. This workshop will cover making paint from mineral pigments and all techniques for a medieval-painting method. Hands-on. Materials included, beginner to advanced. Painting section only. Check out Panel Prep Gesso class to learn to prepare the surface and prepare a panel to use for this workshop. Those not attending the Gesso Prep workshop will work on paper or have option to buy a panel. OK to attend sections individually.

Gold Leaf Sampler

illumination, multiple cultures
Lady Dosalena della Mirandola No Kingdom 3 hours
Sun Aug 3 10:00 AM - 13:00 Guild Mirandola
Materials Limit 20 \$8.00 gold leaf, glues, paper, parchment, pergamenata, tools, handout
Understand gold leaf methods for illumination by making a sample page on parchment, paper, and perg of period and modern glue. Class will focus on period fish glue, garlic, glair, plus modern gesso, permacol for paper and parchment. Learn application tricks and tips for glue, and for a perfect finish in both period and modern methods. Bring your gilding questions and problems for troubleshooting and analysis! Create small gilded samplers on parchment, pergamenata, and paper. All materials included.

Goldleafing Made Easy

Mistress Roewynne Langley Midrealm 2 hours
Sun Aug 3 2:00 PM - 16:00 Aethelmearc 1
Handouts Limit 15 \$13.00
Materials Limit 15 \$2.00 Booklet and Gold leaf patent and other supplies used.
Using patent gold leaf and garlic glue, we will gild a small piece of Bristol board. Learn how to do seamless borders and flat corners. Come join me; it's easy to do!

Goldleafing Made Easy

gold leaf
Mistress Roewynne Langley Midrealm 2 hours
Tue Aug 5 1:00 PM - 15:00 Aethelmearc 1
Handouts Limit 15 \$13.00
Materials Limit 15 \$2.00 Booklet and Gold leaf patent and other supplies used.
Using patent gold leaf and garlic, you will learn how to make smooth rows and flat corners, among other things. Come join me; it's easy to do!
Adults Only! ALYS: Edited BD for length.

Make and Take Lego Medieval Manuscript Marginalia

lego, marginalia, manuscripts
Laura East 1 hour
Sat Aug 2 10:00 AM - 11:00 Teen University
Materials Limit 25 \$5.00 Legos
Medieval monks would doodle in the margins of their manuscripts. See if you can recreate their art in Lego! Take one baseplate and the pieces needed to recreate their art with you for \$5.

Making Shell Gold

scribal, illumination, gold, gilding
THL Rachel Dalicieux Aethelmearc 2 hours
Wed Jul 30 1:00 PM - 15:00 Aethelmearc 2
Handouts Limit 10 \$1.00
I will show you how to take a booklet of loose gold leaf and turn it into shell gold that you can use in your illuminating. It's not as hard as you might think! You **must** bring your own book of genuine loose-leaf gold with you, **not** patent/paper-backed.

Nickel Flowers and Vines

teenu, teen, illumination
Lady Jacintha Shop Wife Aethelmearc 1 hour
Fri Aug 1 1:00 PM - 14:00 Teen University
Thu Aug 7 12:00 PM - 13:00 Teen University
Handouts Limit 10 \$1.00
Materials Limit 5 \$2.00 Fee helps defray the cost of paper and gouache.
Learn a technique to create flowers and vines for a scroll.
Adults are welcome, but teens have priority. If fewer than 5 teens want to take the class, then you may.

No Exp Needed: Squash, Bug Scribal Bookmarks

beginner, scribal, paints, hands on
Lady Umbriana Campana Aethelmearc 2 hours
Tue Jul 29 12:00 PM - 14:00 Aethelmearc 2
Wed Jul 30 4:00 PM - 18:00 Aethelmearc 2
Fri Aug 1 3:00 PM - 17:00 Aethelmearc 2
Handouts Limit 15 \$1.00
Materials Limit 15 \$1.00 Na
Not an artist, not a scribe? Beginner hands-on class making scribal bookmarks in the style of squashed bug.

No experience, youth and experience alike invited.

Not an Artist's Way to Create a Scroll

scribal, arts, paints, beginner, arts and crafts
Lady Umbriana Campana Aethelmearc 2 hours
Thu Jul 31 2:00 PM - 16:00 Æthelmearc 2
Handouts Limit 10 \$0.50

Materials Limit 10 \$0.50 na no fee, the \$1 is if the person whats to donate to the cost of paints, paper etc. otherwise I prefer to not charge.

This is for anyone who truly thinks they cannot make a scroll. I am here to show you that anyone can. This class is open to all ages. You will participate in making a blank scroll or note. You will leave with a handout. Equipment is loaned for the class but kept by the teacher for future classes.

Open Scribal Time

multiple cultures

Mistress Liadhain Aethelmearc 1 hour
Tue Jul 29 4:00 PM - 17:00 Æthelmearc 2
Wed Jul 30 9:00 AM - 10:00 Æthelmearc 1
Sat Aug 2 3:00 PM - 16:00 Æthelmearc 1
Mon Aug 4 9:00 AM - 10:00 Æthelmearc 2
Wed Aug 6 12:00 PM - 13:00 Æthelmearc 2

Take advantage of our clean, well-lit space to work on existing projects or to try your hand at calligraphy and/or illumination.

Panel Gesso for Egg Tempera, Grassa, Oil, and More

illumination, multiple cultures

Lady Dosalena della Mirandola No Kingdom 3 hours
Thu Jul 31 10:00 AM - 13:00 Guild Mirandola
Mon Aug 4 10:00 AM - 13:00 Guild Mirandola
Materials Limit 15 \$8.00 Fee is for all materials: gesso panel, pigments, eggs, brushes, tools.

Learn to prep surfaces for panel painting, panel and object gilding, for egg tempera, *tempera grassa*, encaustic, and oil paint. Egg tempera is an ancient medium dating from the Egyptians through today. Tempera reached its height in medieval and Renaissance Europe. Virtually all panel paintings executed before the mid-1400s used solely the yolk of the egg as the binder.

This class covers panel and object prep, including making handmade rabbit skin glue gesso, and all info needed to authentically prep surfaces for polychrome and painting. Materials are included; beginner to advanced students. Class is in-depth, hands-on. Learn to make and use egg tempera in workshop Part II.

Screaming Snails: Doodling Marginalia Decorations

illumination, multiple cultures, marginalia, scribal, make and take

THLady Gwen Cooke Aethelmearc 2 hours
Thu Jul 31 12:00 PM - 14:00 Æthelmearc 1
Wed Aug 6 10:00 AM - 12:00 Æthelmearc 1
Materials Limit 20 \$10.00 Pendant pieces - \$6, paint \$2; brush \$1; Notecards \$1

A make-and-take scribal class where students will paint an insert for a pendant based on popular marginalia designs. Medallions will be glued and finished by the end of class. We may also start on a small notecard if there's time. There will also be a handout with common marginalia designs and a bit of the history behind them. Come learn a little about those screaming snails and strange creatures that inhabit the margins of our manuscripts!

Spicy Marginalia: Phallus Frolics - CCT

marginalia, spicy marginalia, illumination, scribal arts
THLady Gwen Cooke Aethelmearc 2 hours
Wed Jul 30 2:00 PM - 16:00 Courtesan College - B03
Handouts Limit 30 \$1.00
Materials Limit 20 \$2.00 \$1 brushes and shared paints; \$1 notecards

Ever wonder about those X-rated images we sometimes see in the margins of manuscripts? Ever wonder about the history behind them or want to see some of the strange themes that medieval scribes created and leaned into?

This class will delve into the history behind the naughty nuns, lewd lickers, frolicking phalluses, and any number of other adult-themed illuminations, and then we'll make

spicy marginalia trading cards to share with one another, special to the Courtesans' College Track! We'll talk about why those particular pieces of marginalia stick with our imaginations. Ever wanted to see scribal work in a plain brown wrapper? If so, then this class is for you! **Adult; 18+**

Adults Only! 18+ camp, adult-themed marginalia to be discussed, drawn, and displayed

Spicy Marginalia: Phallus Frolics and Lewd Lickers

scribal, marginalia, illumination, make and take
THLady Gwen Cooke Aethelmearc 2 hours
Tue Jul 29 10:00 AM - 12:00 Æthelmearc 1
Mon Aug 4 11:00 AM - 13:00 Æthelmearc 1
Handouts Limit 30 \$1.00
Materials Limit 20 \$10.00 Pendant pieces - \$6, paint \$2; brush \$1; Notecards \$1

Ever wonder about those X-rated images we sometimes see in the margins of manuscripts? Ever wonder about the history behind them or want to see some of the strange themes that medieval scribes created and leaned into?

This class will delve into the history behind the naughty nuns, lewd lickers, frolicking phalluses, and any number of other adult-themed illuminations, and then we'll make spicy marginalia medallions! We'll talk about why those particular pieces of marginalia stick with our imaginations.

We will also talk strategy for using this sort of illumination in our Modern Medieval World with the disclaimer "know your audience." Ever wanted to see scribal work in a plain brown paper? If so, then this class is for you! **Adult; 16+ with parental consent and presence.**

Adults Only! This class will cover some of the SPICY marginalia found in manuscripts - including phalluses, inappropriate licking, butt trumpets, and nuns behaving badly. If there is parent's consent - the class would be fine for 16 year olds and up (with parental presence)

Taking the Mystery out of Scribal Assignments

scribal arts, awards

Angellino the Bookmaker Aethelmearc 1 hour
Sun Aug 3 1:00 PM - 14:00 Æthelmearc 2

We'll cover general principles and Æthelmearc specific requirements and expectations when taking a kingdom-level scribal assignment. We'll cover terms, processes, and how to get started with an award assignment.

Very Basic Illumination

Warder Michaela Isabella Botticelli Midrealm 2 hours
Tue Jul 29 2:00 PM - 16:00 Æthelmearc 1
Handouts Limit 20
Materials Limit 20

Explore the art of illumination in an easy, fun manner! This year will also include spacing techniques.

JEWELRY

Intaglio Rings: More Than Just a Signature

intaglio rings, signet rings, roman rings, engraved gemstones, medieval jewelry, lecture only
Etzer bin Amat Al-Qadir Atlantia 1.5 hours
Tue Aug 5 11:00 AM - 12:30 Bog U
Handouts Limit 10 \$2.00

Not a make-and-take class. This is a lecture/ discussion on the topic of *intaglio* -carved rings starting with the origins in ancient Sumer leading all the way up to ancient Rome and then being all but lost and forgotten until the wonderful Renaissance brought back to life many lost arts such as this one.

Explore with me not only the rich history of the beautiful *intaglio* carved rings but also the methods of how they were created in ancient times and the simple and inexpensive ways these beautiful objects of functional art can be created today. Be prepared to feast your eyes on gorgeous printed examples of ancient *intaglio* rings and modern reproductions.

Some of the images that will be shown include partial and full nude male and female artistic figures. No children. Teens can attend if accompanied by parent or adult guardian.

Adults Only! This class will include looking at full-color printed examples of intaglio rings, some of which include engraving rings with designs of partial and full

nude male and female characters. Teens are permitted in the class if accompanied by a parent or legal guardian. No exceptions.

Advanced Viking Wire Weaving

Lord or Noble Paxino Voltera Midrealm 1 hour
Sat Aug 2 11:00 AM - 12:00 A&S 10
Handouts Limit 5 \$1.00
Materials Limit 5 \$5.00 Wire, Beads, Dowels, etc. to weave with

You must have prior knowledge on how to wire weave before taking this class. I will not be teaching single/basic weave. We will be doing Viking Wire Weaving around objects like beads and crystals in this class. We will also be working with smaller gauges of wire, and discussing creating closed loops of weaving.

Basic Wire Working

largess, jewelry, wire work, hands-on
Lady Karin Jacobsdotter East 3 hours
Tue Jul 29 12:00 PM - 15:00 A&S 10
Tue Aug 5 12:00 PM - 15:00 A&S 10
Handouts Limit 10 \$1.50
Materials Limit 10 \$1.00 wire beads cabochons
Learn how to make wrapped loops, hook and eye clasps, and cabochon wrapping.

Beaded "Ouches"

beading, tudor, costuming

Katrina of Coventry Ansteorra 1 hour
Thu Jul 31 2:00 PM - 15:00 Kingdom Ansteorra - BFT
Materials Limit 12 \$5.00 Beads

Ouches are decorative jewels, typically gold-plated with gemstones, worn on 16th-century clothing. They can be sewn onto necklines, sleeves, and hats, or used in jewelry. Learn to create ouches from seed beads, pearls, and crystals as an economical alternative to the traditional metal ouches.

Deducing a Jewel from Pictures

metal

Master Cariadoc West 1 hour
Thu Aug 7 10:00 AM - 11:00 A&S 1
Handouts Limit 30
How to design and construct a replica of a period jewel working from pictures taken in a museum, published, or found online.

Intermediate Viking Wire Weaving

metal, jewelry, medieval jewelry

Lord or Noble Paxino Voltera Midrealm 1 hour
Thu Jul 31 12:00 PM - 13:00 A&S 10
Handouts Limit 5 \$1.00
Materials Limit 5 \$5.00 wire and dowels to weave with

In this class, I will teach you all the tips and tricks that I couldn't teach you in my beginner class. Some of these tips and tricks include what tools will make your life easier, how to create neater ends to your pieces, and discussions on how the materials affect your weave. Additionally, I will teach you double and triple weave. This class will be more led by your questions than being a list I go through in order.

Make Your Own Roman-Style Brooch (*Fibula*)

beads, multiple cultures

TH Baroness Gina Dragoni Ealdormere 1 hour
Thu Jul 31 1:00 PM - 14:00 A&S 5
Fri Aug 1 1:00 PM - 14:00 A&S 5
Sat Aug 2 1:00 PM - 14:00 A&S 5
Sun Aug 3 1:00 PM - 14:00 A&S 5
Tue Aug 5 1:00 PM - 14:00 A&S 5
Wed Aug 6 1:00 PM - 14:00 A&S 5
Materials Limit 30 \$2.00 includes wire, beads and use of tools. If you have your own jewellery tools, please bring them along.

Enjoy learning how to make your own Roman-style brooch or *fibula* from wire and a package of glass/metal beads. Jewelry-making tools will be available, but if you have your own, **please** bring them along. **Age 12+.**

Adults Only! You will need some muscles to work the metal wire into the shape of your choice.

Making Wire-Wrapped Rings

beads, european, jewelry

THL Jolicia atte Northclyfe Midrealm 1 hour

Wed Jul 30 10:00 AM - 11:00 A&S 1

Handouts Limit 12 \$2.00

Learn how to make beautiful wire-wrapped rings using a quick and easy-to-learn method. Keep them for yourself or give them away as tokens. Wire, beads and a limited number of ring mandrels will be provided. Bring your own ring mandrel if you have one. Suitable for ages 12 and up.

Metal Fabrication: Piercing, Sawing, and Filing

metal, hands on, beginners

Lady Karin Jacobsdotter East 3 hours

Thu Jul 31 9:00 AM - 12:00 A&S 10

Handouts Limit 6 \$1.00

Materials Limit 6 \$2.00 Saw blades, sand paper, sheet metal

Learn basic metal fabrication techniques using frame saws, drills, and files, to make a small brass pendant with pierced holes. Teens ok; younger needs adult present.

Adults Only! Teenagers ok, younger needs responsible adult, cut fingers possible.

Period Jewelry You Can Make

metal, european

Master Cariadoc West 1 hour

Thu Aug 7 11:00 AM - 12:00 A&S 4

Handouts Limit 30

A class on how to make simple period jewelry.

Period Jewelry: A Slide Show

metal, multiple cultures

Master Cariadoc West 2 hours

Fri Aug 1 8:00 PM - 22:00 A&S 5

Slides of jewels from museums, ranging from migration period through Renaissance.

Roman Jewelry for Teens

jewelry, teen, teenu, roman, beads

Dame Elizabeth Altes Midrealm 2 hours

Fri Aug 1 11:00 AM - 13:00 Teen University

Thu Aug 7 3:00 PM - 17:00 Teen University

Handouts Limit 15

Materials Limit 15 \$5.00 Wire and findings. Beads have been donated.

Learn basic wire techniques to make linked beaded-chain jewelry.

Viking Wire Weaving

metal, jewelry

Lord or Noble Paxino Voltera Midrealm 1 hour

Tue Jul 29 3:00 PM - 16:00 A&S 10

Handouts Limit 15 \$1.00

Materials Limit 10 \$5.00 Wire and dowel

Learn how to wire weave for beginners. Viking wire weaving is the method of making a chain by weaving wire. Although largely associated with Vikings, wire weaving has been found from a variety of different civilizations and cultures, including Greek, Roman, Byzantine and Anglo Saxon. Pieces have been found from as early as the 4th century BCE and as late as the 11th century CE. In this class I will teach you the basics of how to wire weave. If you have your own wire and/or pliers, please bring them. I may have pliers or drawplates available for purchase, but if not, I will have some you can borrow.

MARTIAL CLASSES

Buzkashi on Horseback

equestrian, game, goat, horse

Dame CuMhara of Holyhead Midrealm 1 hour

Thu Jul 31 1:00 PM - 14:00 A&S 7

Learn about the most exciting and possibly dangerous game you can play on a horse. Or mule. *Buzkashi*, or "goat-pulling", is a game on horseback where the riders compete to get a goat carcass into the goal.

We will discuss the history of the sport, SCA modifications of the rules to reduce injuries, and ways to construct a "goat carcass" that can withstand the abuse of the game. This is a discussion-based class, so bring

your experiences and goat-building expertise to share! Youth are welcome to attend.

Beginner Archery

Lady Maria Donald of Windmasters Hi East 1 hour

Wed Jul 30 11:00 AM - 12:00 Blue Archery Field

Fri Aug 1 11:00 AM - 12:00 Blue Archery Field

Mon Aug 4 11:30 AM - 12:30 Blue Archery Field

Review of basic form in archery to assist newer archers to a higher level of success. Students will need to provide a bow and arrows to shoot, as no loaner gear is available.

Will work primarily on hand bows.

Dance/Fight! Cross Training in Fencing and Dance

dance, fencing, bodywork, training, caroso, destreza, pacheco

Mistress Gwyneth Banfhidhleir Midrealm 1 hour

Mon Aug 4 4:00 PM - 17:00 Rapier List 4

Wed Aug 6 9:00 AM - 10:00 Rapier List 4

Dance and fencing have had a long history together. Dancing can make you a better fencer and fencing can make you a better dancer. This class discusses and demonstrates the importance of understanding body mechanics and footwork in dance and applies it to fencing training and competition. By cross training in fencing and dance, you can improve agility, flow, structure, spatial awareness, and mental focus,

Easify (or Hardify) SCA Equestrian Activities

equestrian, horse

Armiger Epy Pengelly Atlantia 1 hour

Mon Aug 4 4:00 PM - 17:00 A&S 13

An examination of how to make certain SCA equestrian activities -- particularly challenge courses and "Ride Before a Prince" -- to your level. How to finesse your ride (or simplify it!). We'll also discuss challenge courses, ensuring that there are activities for riders of all levels to succeed or be challenged.

Fiore's 1409 Dagger Plays

hma, dagger, fiore

Master Llwyd Aldrydd Atlantia 1 hour

Thu Jul 31 10:00 AM - 11:00 University Battlefield

Fri Aug 1 1:00 PM - 14:00 University Battlefield

Fiore published the earliest known European complete combat system which included consistent wrestling, dagger, sword, pike, and mounted techniques. The largest section of Fiore's 1409 combat system manual is the section on dagger plays. Most of the plays feature an unarmed defender dealing with a dagger-wielding attacker and showing them the error of their ways. Fiore says, "If I want a dagger, I will take yours." Due to significant grappling, there is very limited application of these techniques to SCA combat forms. This class will cover a best-of sampling from the first half of the dagger section. Anyone is welcome to audit the class. Students who wish to try the plays need to be adults and will need to wear eye protection (loaner shop glasses will be available.) The plays involve slow, controlled, hands to arms body contact and minor grappling with no throws or falls.

Focus Mitt Hitting

Forrester Darkstone Midrealm 1 hour

Thu Jul 31 10:00 AM - 11:00 Armored List

Fri Aug 1 10:00 AM - 11:00 Armored List

Focus mitts are a great way to work on cardio, foot work, and hand speed. We will be punching, kicking, elbowing, and kneeing pads, using boxing and *Muay Thai* -type combos. I have several pairs of focus mitt pads. If you want to bring your own, please do. You can bring boxing gloves, MMA gloves, or hand wraps if you have them, but they are not necessary.

Wear comfortable clothes (t-shirt & shorts) or wear your armor. Come hit something during Peace Week.

Great Military Blunders and the Lessons They Teach

european, military, historic

Master Morien MacBain Aethelmearc 2 hours

Sat Aug 2 10:00 AM - 12:00 A&S 6

Never get involved in a land war in Asia! A survey of the causes and effects of military fiascoes from classical antiquity to the Elizabethan age. Special attention will be paid to the foibles of the Roman Republic and Empire,

as well as the Hundred Years' War.

Horsin' Around Without Horses

equestrian, agriculture

Armiger Epy Pengelly Atlantia 2 hours

Thu Aug 7 1:00 PM - 15:00 Armored List White

Join equestrians from across the Known World! Challenge your friends or family members to the equestrian games on foot, learn more about equine husbandry, and try lifting a lance yourself! This activity is open to participants of all ages.

Introduction to Combat Archery

heavy weapons, multiple cultures

Meister Friderich Swartzwalder Aethelmearc 1 hour

Wed Jul 30 10:00 AM - 11:00 A&S 12

Sat Aug 2 12:00 PM - 13:00 A&S 12

Have you ever wanted to be a part of the action on the battlefield, but didn't want to swing a sword? Have you ever wanted to shoot back at that pesky archer who keeps killing you? Give combat archery a try. The class will cover the basics of combat archery, what equipment you need, the rules, and basic tactics.

Mounted Combat: Tips and Tricks

equestrian, mounted combat

Dame CuMhara of Holyhead Midrealm 1 hour

Fri Aug 1 10:00 AM - 11:00 A&S 5

We will trade tips and tricks on how to prepare both you and your faithful steed for SCA mounted combat. Both horsemanship and swordsmanship will be discussed. Do you have questions about armor? Weapons? Calibration? Join us! Bring your helmet if you want to work on tactics. Youth are welcome to attend.

Period Black Powder Firearms: Safety and Handling

black powder, european

Lord Erich von Kleinfeld Atlantia 2 hours

Sat Aug 2 3:00 PM - 17:00 Gunnery Point on Mt Eislinn:

Wed Aug 6 3:00 PM - 17:00 Gunnery Point on Mt Eislinn:

Firearm safety, handling, and shooting procedures for small arms and artillery, 1320-1600. Owners of period arms are requested/encouraged to bring them and help with coaching newer shooters. Powder and match are supplied by instructor. **Ages 18+**. Handouts for all classes: <http://www.3fgburner.net/#info>. Under 18 may watch, but cannot handle arms or powder.

Adults Only! 18+, limitation of liability -- No handling of black powder firearms by minors

Rattan Weapon Making: Part 2

heavy weapons

Lord Patrokles Athenaios Aethelmearc 1 hour

Wed Jul 30 10:00 AM - 11:00 University Battlefield

A step up from beginner rattan sword-making, this class teaches skills like grip shaving plus attaching mace, pole arm, and axe heads to a haft. In short, how to go from making a basic rattan sword to making a rattan weapon that fits you best, be it a greatsword, axe, mace, pole arm or spear.

Shooting a Crossbow: Archery

archery

Master Denys the Decadent Aethelmearc 2 hours

Tue Jul 29 11:00 AM - 13:00 Blue Archery Field

Wed Jul 30 11:00 AM - 13:00 Red Archery Field

Thu Jul 31 11:00 AM - 13:00 Blue Archery Field

Come learn about shooting a crossbow at the Archery Field.

Stick to Sword: Rattan Weaponmaking 101

heavy weapons

Lord Patrokles Athenaios Aethelmearc 1 hour

Tue Jul 29 10:00 AM - 11:00 University Battlefield

This class is designed to turn a rattan stick into a list-legal rattan weapon in under an hour. Show up with a stick, leave with a weapon!

Thibault's Academy of the Sword Applied to SCA

rapier, thibault, practice

Don Xavier the Sinister East 1 hour
Sun Aug 3 9:00 AM - 10:00 Rapier List 3
Mon Aug 4 9:00 AM - 10:00 Rapier List 3
Tue Aug 5 9:00 AM - 10:00 Rapier List 3
Handouts Limit 15

We will practice (using SCA rapier rules) the fundamentals of Thibault's rapier fighting system from the book *Academy of the Sword*. The fundamentals covered include the body structure; the footwork and body geometry; blade geometry for parries and thrusts; and blade sentiment. Each session will cover different fundamentals and plays from the book. Full SCA rapier armor and sword required to participate in the practice aspect of the class.

Turkish Puta Run

Bagsh Naran Numuchi Atlantia 2 hours

Mon Aug 4 1:00 PM - 15:00 Blue Archery Field

A *Puta* Run is shot by teams with equal skill. As Islam forbids gambling, Naran Bagsh will provide the purse. Each team of 10 (arranged by RR ranks to be as equal as possible) will shoot one team at a time. The arrows will be scored and recorded. Then the next team will shoot and record scores, and a third team if there are enough competitors. There will be 3 rounds.

MEETINGS

Kabbalat Shabbat

judaism, middle eastern

Yehoshua Midrealm 2 hours

Fri Aug 1 8:00 PM - 22:00 Bog U

Handouts Limit 30

This will be an egalitarian (mixed seating) Jewish prayer service called *Kabbalat Shabbat*, which is the traditional prayer service for Friday night for welcoming the *Shabbat* (Sabbath). Booklets in Hebrew, English, and transliterated English will be supplied. There is a small potluck after. Please email Scajewishorganizing@gmail.com or speak to Yehoshua HaLevi (Midnattssol, W18) for details about what can / needs to be brought.

Aethelmaerc Clothiers Guild Meeting

meeting, costuming, fabric, fiber arts, fiber preparation, sewing

Fede di Fiore Aethelmaerc 1 hour

Tue Aug 5 12:00 PM - 13:00 Aethelmaerc Royal Camp

This meeting is open to any subject/friend of Aethelmaerc who has an interest in working in cloth or clothing.

Aethelmaerc Command Meeting

meeting

Sir Beatrix Krieger Aethelmaerc 1 hour

Sun Aug 3 5:00 PM - 18:00 Aethelmaerc Royal Camp

Mon Aug 4 5:00 PM - 18:00 Aethelmaerc Royal Camp

Wed Aug 6 5:00 PM - 18:00 Aethelmaerc Royal Camp

Thu Aug 7 5:00 PM - 18:00 Aethelmaerc Royal Camp

Private Aethelmaerc, Atlantia, and Known World Allies command meeting at Aethelmaerc Royal to plan strategies for battles.

Aethelmaerc Laurel Meeting

Baron Snorri skyti Bjarnarson Aethelmaerc 1 hour

Sat Aug 2 9:00 AM - 10:00 Aethelmaerc Royal Camp

Aethelmaerc Laurel Meeting.

Aethelmaerc Order of Chivalry Meeting

chivalry, order meeting, meeting

Sir Beatrix Krieger Aethelmaerc 1 hour

Wed Aug 6 2:00 PM - 15:00 Aethelmaerc Royal Camp

Private meeting of Aethelmaerc's Order of Chivalry to give counsel to the Crowns of the Sylvan Kingdom.

Aethelmaerc Pelican Meeting

other, order meeting, meeting

Mistress Arianna of Wynthrope Aethelmaerc 1 hour

Sat Aug 2 10:00 AM - 11:00 Aethelmaerc Royal Camp

Order meeting for members of the Order of the Pelican living in Aethelmaerc.

Bog Barter / Swamp Swap

Lavender Faunlevél Atlantia 3 hours

Thu Jul 31 12:30 PM - 15:30 Bog U

In the tradition of Barter Town, the barter spirit comes to Bog U for those of us who always want to make it up top to barter but never seem to get the chance! Have you ever stayed up 'til blue and slept through Barter Town five years in a row? Is your leather loincloth perfect for the Swamp but perhaps not quite the thing for the Great Hall? Do you always miss the dragon due to pirate shenanigans but still have booty to trade? Then maybe, just maybe, bartering in the bog is the answer. Come join us to find new homes for cherished items, discover new treasures, and gift or trade crafted goods while sharing good times. Please note that there is no exchange of money. Only bartering, swaps, and gifting. Hope to see you there!

Book Lovers' Tea

Baroness Gwenllyen the Minstrel Midrealm 2 hours

Sat Aug 2 3:00 PM - 17:00 A&S 13

Please bring your favorite book(s) to discuss. Books with medieval themes and topics are encouraged but not required. Bring paper and pencil to jot down new authors to check out. Iced tea, water, and treats will be provided. For those of you who attended last year, don't forget your homework!

KMoAS Meet & Greet

Duchess Thorkatla Herjolsdottir Meridies 1 hour

Wed Aug 6 1:00 PM - 14:00 Meridies Royal

This meeting is for the kingdom ministers of arts and sciences and their deputies to meet with the new Society Minister of A&S. Light refreshments will be provided.

Known World Foresters Guild Meet-and-Greet

forestry

Lothemother Alfrun ketta Aethelmaerc 1.5 hours

Mon Aug 4 5:00 PM - 18:30 Bog U

Calling all Foresters and those interested in joining our ranks! Our meet-and-greet last year was a delight; let's do it again! There will be opportunities to take the Oath, demonstrate fire-making skills for rank, join in fellowship with Foresters from Guilds across the SCA, and plan classes, events, and adventures for the coming months! Last year we ran short of seating, so you may wish to bring some, or a blanket to sit on the ground. See you soon! Forward into the Green!

Medieval Dress and Textiles Society Demystified

meet and greet, lecture, event

HL Laska Koudelka Trimaris 1 hour

Fri Aug 1 1:00 PM - 14:00 Fiber Arts Pavillion - Atlantean Royal

MEDATS offers a lot of lectures, and many SCAdians have presented their research through their Zoom seminars over the years. The lectures are recorded and available to the members to view for about two years. Come and learn more about it, or, if you a member, I would love to meet you there. If you can't make it, you can always reach out to me at olenyika@gmail.com for information. <https://www.medats.org.uk/>.

Nålbinding Meet and Greet

nalbinding, fiber arts, fiber, new world, viking, egyptian, multiple cultures

HL Laska Koudelka Trimaris 2 hours

Sat Aug 2 1:00 PM - 15:00 Fiber Arts Pavillion - Atlantean Royal

For all levels of nålbinding skills, a mixer and a show-and-tell. I will provide refreshments and some of my projects to look at or try your hand at.

SCA Librarians' Roundtable

books, libraries, librarians

Magistra Jadwiga Zajackowa East 2.5 hours

Mon Aug 4 2:00 PM - 16:30 A&S 12

A gathering for librarians, library fans and bibliophiles. First half hour to be devoted to swapping research tips.

SCA Steel and Harnischfechten Meet-and-Greet

heavy armor, longsword, steel, meet and greet

Brian of Stonemarche East 1 hour

Thu Jul 31 1:00 PM - 14:00 Steel Combat

Armored Steel Combat is relatively new to the SCA and *Harnischfechten* is still experimental. Come see what it is all about, or if you're already a Steel of *Harnischfechten* fighter, armor up and spar a little. We also need people to train as judges! Judges have the best view of the fighting and the position is perfect for anyone not up to fighting. Bring armor and weapons if you have them and want to go a round or three.

Scythian Meet-Up

research, other, scythian, saka, iron age, pazyryk, nomad

Tirgatao Skudat Aethelmaerc 1 hour

Sat Aug 2 5:00 PM - 18:00 A&S 12

For those who have an established persona or are simply curious about this fascinating culture, we are gathering to share information, ask questions, and socialize. Wearing of Scythian garb is highly encouraged, as well as the sharing of literature and/or personal research. And, of course, flash your Scythian tattoos!

Signers in the SCA Meetup

language, sign

Mistress Tegan de Moreton Atlantia 1 hour

Wed Jul 30 3:00 PM - 16:00 A&S 13

This is a chance for people who use sign language to meet up and chat, share resources and socialize.

Youth Rapier Family Meet and Greet

Shonagon Oda Umi Midrealm 1 hour

Tue Jul 29 5:00 PM - 18:00 Youth Rapier List

Mon Aug 4 6:00 PM - 19:00 Youth Rapier List

A one-hour session to have families and staff meet and just get to know each other.

METALWORKING

Keum-Boo

metalwork, hands on

Lord Tw Aethelmaerc 1 hour

Wed Jul 30 4:30 PM - 17:30 Livonia

Smithery

Tue Aug 5 4:30 PM - 17:30 Livonia

Smithery

Materials Limit 12 \$20.00 Gold

An ancient technique for applying gold to silver by using heat and pressure. **Age 18+.**

Adults Only! Use of a hot plate

Niello Enamel Making

metalwork, hands on

Lord Tw Aethelmaerc 1 hour

Sat Aug 2 4:30 PM - 17:30 Livonia

Smithery

Materials Limit 12 \$15.00 Metal

An ancient, black metallic alloy made by fusing silver, copper, and lead, then mixing with sulfur. **Adult only.**

Adults Only! Fire, poisonous fumes, molten metal

Niello : Part 2

THL Pagane Atlantia 2 hours

Wed Jul 30 11:00 AM - 13:00 A&S 4

Students will complete the finishing process from the first class. There is no charge for Part 2.

Adults Only! Propane torch and lead

14th-Century Armor: Its Development Across Europe

metal, european, armoring

Master Marc Rengarh Midrealm 1 hour

Fri Aug 1 9:00 AM - 10:00 A&S 5

Handouts Limit 15 \$3.00

We'll review the development of armor across the

century and how it differed based on regional styles. Examples will be used to illustrate variation vs. region as well as time. Both primary effigy, brass, and artwork examples will be covered alongside extant examples.

Blacksmithing Roundtable Q&A

metal
Amora Ketilsdottir East 1 hour
Thu Aug 7 2:00 PM - 15:00 A&S 5
Presented by the East Kingdom Blacksmiths' Guild. Come to ask questions about blacksmithing, bladesmithing, and armoring. We will have several Guild officers on the panel with a combined over 50 years of smithing experience. No demonstrations will held during this time, but information will be provided about finding live demonstrations during Pennsic.

Chasing and Repoussé: Beginning

metalwork, hands-on
Lord Tw Aethelmearc 1 hour
Thu Jul 24 12:00 PM - 13:00 Livonia
Smithery
Mon Jul 28 12:00 PM - 13:00 Livonia
Smithery
Tue Jul 29 12:00 PM - 13:00 Livonia
Smithery
Thu Jul 31 12:00 PM - 13:00 Livonia
Smithery
Fri Aug 1 12:00 PM - 13:00 Livonia
Smithery
Sun Aug 3 12:00 PM - 13:00 Livonia
Smithery
Mon Aug 4 12:00 PM - 13:00 Livonia
Smithery
Wed Aug 6 12:00 PM - 13:00 Livonia
Smithery
Thu Aug 7 12:00 PM - 13:00 Livonia
Smithery
Fri Aug 8 12:00 PM - 13:00 Livonia
Smithery
Materials Limit 12 \$5.00 Metal
Work a copper sheet into a rose. **Age 18+. Lower age with instructor's permission.**
Adults Only! Concentration, Dexterity.
Under 18 by permission of Teacher

Chasing and Repoussé: Intermediate

metalwork, engraving, hands on
Lord Tw Aethelmearc 1 hour
Mon Jul 28 3:00 PM - 16:00 Livonia
Smithery
Thu Jul 31 3:00 PM - 16:00 Livonia
Smithery
Sun Aug 3 3:00 PM - 16:00 Livonia
Smithery
Wed Aug 6 3:00 PM - 16:00 Livonia
Smithery
Fri Aug 8 3:00 PM - 16:00 Livonia
Smithery
Materials Limit 12 \$5.00 Metal
Learn the techniques of three dimensional working. **18+. Under 18 with permission of the teacher.**
Adults Only! Use of tools.
Under 18 with permission of the teacher.

Easy Pewter Casting in Plaster

Her Ladyship Mwynwen Ysginidd AKA Strawberry Midrealm 2 hours
Sun Aug 3 1:00 PM - 15:00 The Hot Shop merchant row next caravan creations
Fri Aug 8 1:00 PM - 15:00 The Hot Shop merchant row next caravan creations
Materials Limit 10 \$15.00 Plaster, Pewter
Pewter casting is easy in plaster blocks. Make a mold to keep and pour it here.

EK Blacksmith Guild Meeting and Panel

metal
Amora Ketilsdottir East 2 hours
Tue Aug 5 1:00 PM - 15:00 East Kingdom Royal Hall
The Blacksmiths' Guild will hold a short meeting followed by a panel. This is a chance for Guild members to submit their work to the panel for review as part of the ranking process.

Engraving: Beginning

metalwork, hands on
Lord Tw Aethelmearc 1 hour
Mon Jul 28 1:30 PM - 14:30 Livonia
Smithery
Tue Jul 29 1:30 PM - 14:30 Livonia
Smithery
Thu Jul 31 1:30 PM - 14:30 Livonia
Smithery
Fri Aug 1 1:30 PM - 14:30 Livonia
Smithery
Sun Aug 3 1:30 PM - 14:30 Livonia
Smithery
Mon Aug 4 1:30 PM - 14:30 Livonia
Smithery
Wed Aug 6 1:30 PM - 14:30 Livonia
Smithery
Thu Aug 7 1:30 PM - 14:30 Livonia
Smithery
Fri Aug 8 1:30 PM - 14:30 Livonia
Smithery
Materials Limit 12 \$5.00 Metal
Learn the art and technique of using the hand engraver. **18+. Under 18 with permission of the teacher.**
Adults Only! The use of tools,
Under 18 with permission of the teacher

Engraving: Intermediate

metalwork, hands on
Lord Tw Aethelmearc 1 hour
Tue Jul 29 3:00 PM - 16:00 Livonia
Smithery
Fri Aug 1 3:00 PM - 16:00 Livonia
Smithery
Mon Aug 4 3:00 PM - 16:00 Livonia
Smithery
Thu Aug 7 3:00 PM - 16:00 Livonia
Smithery
Materials Limit 12 \$5.00 Materials
Learn the techniques of layout, engraving designs into different metals. **18+. Under 18 with permission of the teacher.**
Adults Only! Use of tools, under 18 by permission of the teacher.

Forge Welded Fire Steels

metal
Master Solvarr Atlantia 2 hours
Mon Aug 4 10:00 AM - 12:00 Rabenwald
Metalsmything Forge - merchant booth 118
A demonstration and explanation of two types of forge welded fire steels using single and multiple welds.

Tin Smithing

metalwork, hands on
Lord Tw Aethelmearc 3 hours
Wed Jul 30 12:00 PM - 15:00 Livonia
Smithery
Sat Aug 2 12:00 PM - 15:00 Livonia
Smithery
Tue Aug 5 12:00 PM - 15:00 Livonia
Smithery
Materials Limit 12 \$25.00 Metal & glass
Learn the techniques of tin smithing by making a hurricane lamp. **18+. Under 18 with permission of the teacher.**

Adults Only! Coronation, the use of tools,
Under 18 by permission of teacher

Tool Making

metalwork, hands on
Lord Tw Aethelmearc 1 hour
Thu Jul 31 4:30 PM - 17:30 Livonia
Smithery
Sun Aug 3 4:30 PM - 17:30 Livonia
Smithery
Wed Aug 6 4:30 PM - 17:30 Livonia
Smithery
Materials Limit 6 \$15.00 Metal
Shape, heat-treat, and polish a steel engraving tool. **Age 18+.**

Adults Only! Dangerous tool use

Using Niello : Part 1

THL Pagane Atlantia 2 hours
Tue Jul 29 11:00 AM - 13:00 A&S 4
Mon Aug 4 11:00 AM - 13:00 A&S 4
Handouts Limit 8
Materials Limit 8 \$20.00 Silver jewelry piece, bronze jewelry piece, files, and sandpaper.
During the first part of the class, we will talk about what *niello* is, how it is used, and general considerations for working with the alloy. The rest of the class will be devoted to applying *niello* to the instructor-provided class pieces, one of bronze and one of silver. This class uses a propane torch for heating bronze and silver. The remaining time will be spent on finishing the work. Part 2 on the following day is to complete finishing work. **18+.**
Adults Only! Niello contains a small amount of lead, and application uses a propane torch.

Viking Hacksilver Demo

Baron Snorri skyti Bjarnarson Aethelmearc 2 hours
Sun Aug 3 1:30 PM - 15:30 A&S 4
I'll be making some historical reproduction hacksilver. We'll mix some silver to get a historical alloy, then pour some ingots. After that, might be an arm ring, might be a finger ring or a Thor's hammer pendant, maybe we'll twist some wire. There will be fire. We'll talk about tools and techniques (historical and modern shortcuts) too. Look at a bunch of books. You will get more out of this class if you attend the Viking Hacksilver Discussion and Roundtable one hour prior to it.

Viking Hacksilver Discussion and Roundtable

Baron Snorri skyti Bjarnarson Aethelmearc 1 hour
Sun Aug 3 12:00 PM - 13:00 A&S 4
Come talk about and show-and-tell your arm-rings, neck-rings, *hacksilver* , pendants, turtle brooches, coins, belt fittings, finger-rings, and any other silver bling from the Viking Age! Instructor will have many show-and-tell examples and books on the subject to pass around. Construction techniques, grave finds vs. hoard finds, appropriateness/correctness for particular personas, and many other topics can be discussed!

Viking Arm Bands and Stamping Tools: Make-and-Take

metal, european, viking era
Meistari Haraldr Bassi Ansteorra 6 hours
Mon Jul 28 9:30 AM - 15:30 Ansteorra Royal - Haraldr's Workshop 2
Tue Jul 29 9:30 AM - 15:30 Ansteorra Royal - Haraldr's Workshop 2
Wed Jul 30 9:30 AM - 15:30 Ansteorra Royal - Haraldr's Workshop 2
Thu Jul 31 9:30 AM - 15:30 Ansteorra Royal - Haraldr's Workshop 2
Mon Aug 4 9:30 AM - 15:30 Ansteorra Royal - Haraldr's Workshop 2
Tue Aug 5 9:30 AM - 15:30 Ansteorra Royal - Haraldr's Workshop 2
Wed Aug 6 9:30 AM - 15:30 Ansteorra Royal - Haraldr's Workshop 2
Materials Limit 20 \$2.00 Arm bands - \$2 to \$4 tools - \$5 to \$20 (depending on size or type of materials)
Students will make a Viking arm band (\$2-4) and/or their own stamp tools (\$5-20), using stamping techniques. Expect 4 hours to make a tool, 1+ hour to make arm bands. Tools are limited. Students may come and go as needed to work around other commitments and may come back during other sessions if needed.

Viking Penannular Brooches Make-and-Take

metal, european, viking
THL Wilhelm Smydle Aethelmearc 1.5 hours
Thu Jul 31 2:00 PM - 15:30 A&S 5
Sat Aug 2 2:00 PM - 15:30 A&S 5
Mon Aug 4 1:00 PM - 14:30 A&S 5
Handouts Limit 10
Materials Limit 10 \$5.00 Materials 3 Abrasives 1 handout 1
A brief history of the Viking penannular brooch. Construction based on historical finds using hand tools and fixtures. Class may run over. Earplugs provided.

Wire Drawing and Riveted Chain Mail

metal, european, armoring
Master Marc Rengarth Midrealm 1 hour
Wed Jul 30 2:00 PM - 15:00 A&S 5
Handouts Limit 15 \$3.00

The class will cover the historical development of mail (*maille*), its various forms across history and culture as well as the remaining mysteries of the craft. We will demonstrate *maille* -making from drawing the wire to making the links in class.

NEEDLEWORK & LACE

Beginning Lace Knitting

lace knitting, knitting, fiber arts
THL Evalina Von Schaidag East 2 hours
Tue Aug 5 10:00 AM - 12:00 A&S 3
Handouts Limit 20 \$1.00

Learn basic lace knitting stitches and how to create several basic patterns. We will be knitting swatches. Please bring a pair of size 5 or 6 knitting needles and a skein of sock or fingering yarn. (I will have a few sets of loaner needles available, but please bring yarn!) Participants will be expected to know the basic stitches: knit, purl, cast on, bind off.

Beginning Netting

lace
Mistress Camilla de la Reynarde Midrealm 1.5 hours
Fri Aug 1 10:00 AM - 11:30 A&S 7
Handouts Limit 15 \$2.00
Materials Limit 15 \$5.00 The material fee covers the cost of the prewound netting shuttle, the gauge stick, and the base rod.
Create that final piece of 14th-century bling: a netted hairnet. I'll teach how to cast on a circular net, use a gauge stick, and tie the netting knot. Netting can be scaled down to make hairnets of silk, or scaled up to make fish nets or tote bags using a sheet bend knot.

Beginning Tatting, Part 1

lace, other
Mistress Camilla de la Reynarde Midrealm 2 hours
Mon Aug 4 10:00 AM - 12:00 A&S 7
Handouts Limit 20 \$3.00
Materials Limit 20 \$2.00 I provide prewound shuttles and a handout with directions and projects.
Tatting is a type of lacemaking. Supplies can be found at most craft stores. Learn a craft that fits in a Ziploc bag, and can be done in the car or at court! Focus is on learning how to make both parts of the double stitch flip every time, forming the double stitch and making a ring of double stitches. If no one teaches tatting in your home area, here's your opportunity to learn. Students from previous years are always welcome to stop by for a refresher.

Beginning Tatting, Part 2

lace
Mistress Camilla de la Reynarde Midrealm 2 hours
Tue Aug 5 2:00 PM - 16:00 A&S 7
Handouts Limit 20 \$2.00
Materials Limit 20 \$3.00 I provide a prewound shuttle, a handout with directions & projects.
Part 2 will review the double stitch. You'll learn how to use the picot as decorative element and as a way to join rings. Time and energy permitting, we'll advance on to making chains between rings. Attendees from previous years are always welcome to come and refresh their memory.

Late-Period Thread-Wrapped Buttons

THL Lady Lisabetta de Rossi Aethelmearc 1.5 hours
Tue Jul 29 9:00 AM - 10:30 A&S 8
Handouts Limit 15 \$1.00
Lisabetta will share her knowledge and findings about thread-worked buttons, with a focus on their appearance in regions in and around the Italian Peninsula in the 16th century. We'll take a look at the research and experimentation Lisabetta has done so far, and she'll share her conclusions for why these accessories increased in popularity, how they fit into different industries of the time, who made them, wore them, and more. Limited handouts will be available, with QR codes

to scan for additional copies/later access.

NEWCOMERS

A Newcomer's Tour of Pennsic

newcomers, chatelaine, walk, tour, pennsic life
THL Jolicia atte Northclyfe Midrealm 1 hour
Mon Jul 28 11:00 AM - 12:00 A&S 6
Handouts Limit 10 \$1.00

Don't know your way around Pennsic? This informative walking tour will take Pennsic newcomers to important landmarks such as the Performing Arts Tent, Cooper's Store, the Great Hall, Lost and Found, Herald's Point, and other locations. We will be walking or standing for the entire hour. People using motorized scooters are welcome.

Newcomer's Gathering

newcomers, party, games, refreshments
Countess Serena Kimbalwyke Midrealm 2 hours
Tue Aug 5 6:30 PM - 20:30 Midrealm Royal
If you're new to the SCA and the Middle Kingdom, the Newcomer's Gathering is a wonderful way to learn more about how the SCA works. Come hang out with both new and seasoned members and engage in conversations, play some games, and enjoy light refreshments.

Newcomers Pennsic 101

newcomers, pennsic, sca, information
Lady Cillene O Caollaidhe East 1 hour
Tue Jul 29 2:00 PM - 15:00 A&S 6
Wed Jul 30 2:00 PM - 15:00 A&S 6
Fri Aug 1 2:00 PM - 15:00 A&S 6
Sun Aug 3 2:00 PM - 15:00 A&S 6
Mon Aug 4 2:30 PM - 15:30 A&S 6

I hope you all are as excited about Pennsic 52 as I am! Pennsic is the largest event in the SCA, with a lot of different sights, sounds, and activities. As a new person, Pennsic can be a bit overwhelming and can certainly raise a lot of questions! During this hour I will go over some basic information to assist in making your Pennsic as enjoyable as possible. Questions are encouraged and welcome. If you want to, go to Information Point (big white tent by the Coopers Store), and buy a Pennsic Book for \$5. It contains an abundance of information that we can go over to assist in making your Pennsic more enjoyable. If not, everything is online and I'll have my book available. Please bring your own drinks and snacks and questions.

OTHER

Contrafacta : Yes, Filking is Period

bardic, european
Lady Melanie de la Tour Midrealm 1 hour
Fri Aug 1 3:00 PM - 16:00 A&S 9
Mon Aug 4 5:00 PM - 18:00 A&S 9
Musica Contrafacta means reworked or recycled music. In French, it is *contrefait* , which is the root of our word counterfeit. In other words, you make new music by copying a popular tune, to which you set new lyrics. A *contrafactum* (Latin singular; *contrafacta* is plural) is a period filk.
Lady Melanie de la Tour will discuss the history and impact of *contrafacta* /filks, and gives some tips on how to write them. Active participation is encouraged.

Ebru : Turkish Art of Marbling

marbelling, paint, ebru, turkish
Mistress Tatiana Marana Melville Northshield 2 hours
Thu Jul 31 12:00 PM - 14:00 Griffin's Hoard - merchants
Mon Aug 4 12:00 PM - 14:00 Griffin's Hoard - merchants
Handouts Limit 30
Materials Limit 8 \$20.00 Fee is for supply use, paints, carrageenan, alum, paper fan or kerchief. Also includes handout.

Have you seen the marbled end pages in books? Those are created with the art of *ebru* . Water marbling is an ancient Turkish art. Everyone will marble paper and then will have the chance to marble a fan or a kerchief. If you want to marble more than one fan or one kerchief, there

will be an additional fee. **Children need to be accompanied by an adult.**

Guedra

guedra, trance, dance, africa, north african
Rowan Rose Aethelmearc 2 hours
Fri Aug 1 5:00 PM - 19:00 Middle Eastern
Tue Aug 5 5:00 PM - 19:00 Middle Eastern

The *Guedra* is a traditional dance ritual from the Tuareg people of North Africa, danced by women to bring blessings. This class/ritual is an Americanized version of the *Guedra* in the style it was taught to me here at Pennsic. We will learn the history and meaning of traditional *Guedras*, then learn the clapping and chanting. The second part of the class will be the *Guedra* itself. There is space to be a dancer or to be chanting/clapping in support, but there are no spectators. **14 with parent or over 18**
Bring water, as we'll be chanting as long as our voices hold out. Ladies can bring a light veil, scarf or pashmina for the dance. Leave big jewelry and rings in camp. Please bring a chair if sitting on the ground is difficult for you.

Adults Only! This is less of a class and more of a trance ritual and as such it requires focus and can get pretty intense. 14+ with parent or over 18

Seishin-ry Mushin-an Chaseki : Tea Ceremony

in persona, persona, far eastern, japan, japanese, 16th-century, all are welcome, food culture, late period
Solveig Prándardóttir Aethelmearc 2 hours
Mon Aug 4 6:00 PM - 20:00 Clan Yama Kaminari (E03)
Materials Limit 10 \$5.00 Cost of Tea & Sweets
At *Clan Yama Kaminari* (E03)
Enjoy the taste of tea under the night sky. Please wear Japanese or loose-fitting clothing with white socks or white *tabi* , and bring a small fan if you have one. Please do not wear any jewelry or weapons in the tea room. This is a participatory recreation of a sixteenth-century *wabi* -style tea gathering.

12-Step Meeting

all are welcome who are in a 12 step program, 12 step, open, recovery, modern, aa
Master Denys the Decadent Aethelmearc 1 hour
Sun Jul 27 4:00 PM - 17:00 Denys the Decadent's Camp : E07 off great Eastern Highway, Look for 12 Steppe Sign
Mon Jul 28 4:00 PM - 17:00 Denys the Decadent's Camp : E07 off great Eastern Highway, Look for 12 Steppe Sign
Tue Jul 29 4:00 PM - 17:00 Denys the Decadent's Camp : E07 off great Eastern Highway, Look for 12 Steppe Sign
Wed Jul 30 4:00 PM - 17:00 Denys the Decadent's Camp : E07 off great Eastern Highway, Look for 12 Steppe Sign
Thu Jul 31 4:00 PM - 17:00 Denys the Decadent's Camp : E07 off great Eastern Highway, Look for 12 Steppe Sign
Fri Aug 1 4:00 PM - 17:00 Denys the Decadent's Camp : E07 off great Eastern Highway, Look for 12 Steppe Sign
Sat Aug 2 4:00 PM - 17:00 Denys the Decadent's Camp : E07 off great Eastern Highway, Look for 12 Steppe Sign
Sun Aug 3 4:00 PM - 17:00 Denys the Decadent's Camp : E07 off great Eastern Highway, Look for 12 Steppe Sign
Mon Aug 4 4:00 PM - 17:00 Denys the Decadent's Camp : E07 off great Eastern Highway, Look for 12 Steppe Sign
Tue Aug 5 4:00 PM - 17:00 Denys the Decadent's Camp : E07 off great Eastern Highway, Look for 12 Steppe Sign
Wed Aug 6 4:00 PM - 17:00 Denys the Decadent's Camp : E07 off great Eastern Highway, Look for 12 Steppe Sign
Thu Aug 7 4:00 PM - 17:00 Denys the Decadent's Camp : E07 off great Eastern Highway, Look for 12 Steppe Sign

A daily 12-step meeting I hold in my Camp E07 off Great Eastern Highway. Look for the sign. Held at 4:00 PM, **OPEN MEETING** . Holding a meeting here since 1997.

A History of Sex Toys - CCT

sex, history
THL Rosie Dubroc Midrealm 1 hour
Wed Jul 30 8:00 PM - 21:00 Courtesan College - B03
Since prehistoric times, people have been using objects to satisfy their sexual desires or enhance their sexual experiences with their partner. This class explores the origins of the adult toys available today. **Age 18+.**
Adults Only! Sexually explicit material

Æthelmearc Court Prep

great hall, aethelmearc, court
Meisterin Helena Mutzhasen Aethelmearc 1 hour
Tue Aug 5 5:00 PM - 18:00 Great Hall
Time scheduled for Æthelmearc Court to be set up, including set-up of thrones and seating for the populace.

Æthelmearc Gage Meeting

order meeting, meeting, aethelmearc
Halfdan Dansson Aethelmearc 1 hour
Wed Aug 6 1:00 PM - 14:00 Aethelmaerc Royal Camp
Order meeting for members of the Æthelmearc Order of the Gage.

Beginning Irish Language for SCAdians

europaean
The Honorable L Liadan Liathán Midrealm 2 hours
Thu Jul 31 2:00 PM - 16:00 University Battlefield
Handouts Limit 15 \$2.00
A basic introduction to the Irish language (modern, not ancient). Learn pronunciation and grammar, pronouns and SCA-related vocabulary, how to introduce yourself and tell someone where you are from, how to count, how to ask and answer simple questions, and some easy conversations.

Block Print a Cotton Bag

block printing, blocks, printing
Mistress Tatiana Marana Melville Northshield 1 hour
Wed Jul 30 11:00 AM - 12:00 Griffin's Hoard - merchants
Fri Aug 1 11:00 AM - 12:00 Griffin's Hoard - merchants
Sun Aug 3 12:00 PM - 13:00 Griffin's Hoard - merchants
Materials Limit 8 \$10.00 Covers bag and supplies to print it.
We will provide the wood blocks, or you can bring your own, and you can stamp a 10x12" cotton bag that has a handle. There will be various colors to choose from. Paint will also be provided. Hands-on instruction will be provided. Children are welcome. Wear clothes that are ok to get paint on or bring an apron.

Block Printing 101

Sisulle Butler East 2 hours
Sat Aug 2 1:00 PM - 15:00 A&S 11
Handouts Limit 15 \$1.00
Materials Limit 10 \$10.00 linoleum block, ink & paint, flour sack towel
Learn about medieval block printing, make a simple stamp, and make a sample cloth.

Block Printing Your Own Belt Favor That Is a Pouch

block printing, stamping
Mistress Tatiana Marana Melville Northshield 1 hour
Tue Jul 29 3:00 PM - 16:00 Griffin's Hoard - merchants
Fri Aug 1 3:00 PM - 16:00 Griffin's Hoard - merchants
Sat Aug 2 11:00 AM - 12:00 Griffin's Hoard - merchants
Materials Limit 8 \$10.00 Covers the pre sewn favor/pouch and the paint.
Use wood block stamps to print your own favor/pouch. There will be various colors to choose from and the favor/pouch is already sewn together. Blocks/stamps and paint will be provided. Please wear clothes that might get messy or bring an apron. Children are welcome.

Conversational American Sign Language

language
Mistress Tegan de Moreton Atlantia 1 hour
Wed Jul 30 10:00 AM - 11:00 A&S 6
Mon Aug 4 10:00 AM - 11:00 A&S 6
Learn basic signs and phrases in American Sign Language. Prior knowledge of ASL is helpful but not required.

East Kingdom Arts and Sciences Rubric Training

Mistress Raziya bint Rusa East 1 hour
Thu Jul 31 11:00 AM - 12:00 A&S 6
Wed Aug 6 12:00 PM - 13:00 A&S 12
Handouts Limit 30 \$1.00
This class sponsored by the East Kingdom Minister of Arts & Sciences provides a deeper understanding of the EK A&S general rubric used to judge Crown's A&S Championships in the East. It is designed both for judges to promote consistent calibration and for entrants to allow them to better understand what their judges will be looking for. People from all Kingdoms and all levels of experience welcome.

East Kingdom Royal Pack Down

EK Steward Speedbump East 3 hours
Fri Aug 8 1:00 PM - 16:00 East Kingdom Royal Hall
Come meet other Easterners and help take down the common space for the East Kingdom. All help is useful even if you can't be there the entire time. Rain Date will be a day early on Thursday at 2 pm.

East Kingdom Royal Set-up

EK Steward Speedbump East 3 hours
Tue Jul 29 10:00 AM - 13:00 East Kingdom Royal Hall
Setting up the East Kingdom Royal camp. Come meet people from other parts of the kingdom as we create a common space for the entire kingdom. Gloves or a mallet can be useful for the sheet wall and gate tent crews. Even if you can't get there at the start, we can still use your help.

Farming During the Middle Ages

equestrian, forestry, agriculture, forgery
THL Gesa van Wellenstein Aethelmearc 1 hour
Thu Jul 31 9:00 AM - 10:00 A&S 8
Handouts Limit 20
Materials Limit 20
During this class, I will share my journey of returning to horse-powered farming methods. For the past 3 years, I've chosen to return to a more traditional way of working the land, embracing the power, the partnership, and the profound connection that comes from farming with horses. Join me as I explore the challenges and rewards of this journey.

Fleur d'Æthelmearc Order Meeting

Magister Casimir Zeleny z Strasna skala Aethelmearc 2 hours
Tue Aug 5 1:00 PM - 15:00 Aethelmaerc Royal Camp
Fleur d'Æthelmearc Order Meeting.

Gods and Goddesses of Lust and Love - CCT

courtesan, pagan, sex, gods, goddesses, deities, courtesan college, sexuality, religion, mythology
Katrein Topffer East 2 hours
Thu Jul 24 2:30 PM - 16:30 Courtesan College - B03
Thu Jul 31 2:30 PM - 16:30 Courtesan College - B03
Many of the deities of the past embraced sex as part of their stories, in a good and bad way. We will discuss some of the gods and goddesses of the pre-Christian era that have stories attributed to them that involve sex; what those stories symbolized and what it meant to the people that followed them. Adult only! Courtesan Camp. **18+**
Adults Only! This class deals with sex and is part of the Courtesan College track.

Hiawatha and the Great Law of Peace

americas, native american, iroquois, eastern woodlands
Maighstir Liam MacantSaoir Aethelmearc 1 hour
Mon Aug 4 9:00 AM - 10:00 A&S 2
Handouts Limit 20 \$1.00
This class will discuss the formation of the *Haudenosaunee* (Iroquois) Confederacy.

The Confederacy was formed when Hiawatha brought the idea of peace between the Mohawk, Oneida, Cayuga, Seneca, and Onondaga by first bringing the idea of peace to the clan mothers. The Confederacy has continued for over 500 years; the class will discuss this in further detail.

Intermediate Irish Language for SCAdians

europaean
The Honorable L Liadan Liathán Midrealm 2 hours
Fri Aug 1 2:00 PM - 16:00 University Battlefield
Handouts Limit 10 \$2.00

Already speak *a cupla focal* (a few words) in Irish? Or have you attended the Beginning Irish Language class? Brush up your basics and keep the momentum going. Learn more SCA-related phrases to start conversations, and some Irish blessings and curses.

Intro to Falconry

Intro Falconry THL Marguerite De Neufchateau Aethelmearc 1 hour
Sat Aug 2 12:00 PM - 13:00 A&S 13
Mon Aug 4 9:00 AM - 10:00 A&S 8
Wed Aug 6 9:00 AM - 10:00 A&S 7
Thu Aug 7 11:00 AM - 12:00 A&S 13

Falconry has been known and recorded for over 5000 years. In this informational class we will discuss the steps into the sport of falconry and some of the equipment needed. Some modern equipment will be on display, showing how little it has changed over the years. We will discuss the history of falconry, and provide an introduction to Saint Bavon's Company of Falconry, a guild founded in AS 40.

Introduction to ASL

language
Mistress Tegan de Moreton Atlantia 1 hour
Tue Jul 29 2:00 PM - 15:00 A&S 13
This is for the absolute beginner. Learn the ASL alphabet and some basic signs to get started learning American Sign Language.

It Isn't Exactly Forbidden!

culture, religion, judiac studies
Lady Miriam Ester bat Issachar Atlantia 1 hour
Tue Jul 29 9:00 AM - 10:00 A&S 7
Jewish lives in the 11th and 12th centuries and even beyond were governed in a large part by the laws as interpreted in the Talmud. Rashi was one of the greatest of the Talmudic scholars. This class explores the surprising regulations and rights allowed women in matters such as marriage, birth control, sex, divorce, religious obligation, and even what types of businesses they could run. Especially when compared to their Christian counterparts at the time period, for Jewish women options in these areas "Isn't Exactly Forbidden". **18+**
Adults Only! Some discussion of sexual practices

Known World Equestrian Meeting

multiple cultures, equestrian
Mistress Shishido Tora Gozen Aethelmearc 1 hour
Wed Aug 6 4:00 PM - 17:00 Aethelmaerc Royal Camp
The meeting will feature a discussion on new policies and activities as well as a roundtable discussion of new trends around the Known World. Anyone who is interested in equestrian activities and arts is welcome to attend.

Lewd Latin - CCT

Beatrix "Apicula" Kelynghall Calontir 1 hour
Fri Aug 1 1:00 PM - 14:00 Courtesan College - B03
The Latin Language was not just used for the academics and politicians of the ancient world. In this class, we will uncover some of the more unsavory examples of "dead" language. Participants will have the chance to come up with their own sayings after learning from several different sources and authors. **Age 18+**
Adults Only! Adult Language and Content

Mastering Your Fears: A Journey to Empowerment
equestrian

THL Gesa van Wellenstein Aethelmearc 1.5 hours

Tue Aug 5 9:00 AM - 10:30 A&S 8

Handouts Limit 20

Materials Limit 20

Join us for an enlightening and transformative course that helps you confront and overcome your fears. This class blends psychology, mindfulness, and practical techniques to empower you in overcoming the barriers holding you back. Throughout this class, you will learn to recognize and understand your fears, gaining insights into the psychological and physiological responses associated with fear. This will help you reframe your understanding of these emotions. Then we will share techniques for managing fear in a safe and supportive environment, using structured activities that allow you to build confidence at your own pace.

Participate in group discussions and peer support sessions to share experiences, insights, and encouragement with fellow participants, while developing a personalized plan that outlines actionable steps for continuing your journey beyond the classroom.

This class is suitable for anyone who wants to understand and overcome their fears, regardless of age or background. No previous experience is necessary.

Meet the Mark

Baron Robert Thorne Midrealm 3 hours

Mon Aug 4 8:00 PM - 23:00 A&S 12

A chance for the new Order to meet one another and field questions we, as well as any, might have about the Order.

Mounted to Ground Combat

equestrian, historical combat, heavy weapons

THL Gesa van Wellenstein Aethelmearc 1.5 hours

Wed Jul 30 9:00 AM - 10:30 A&S 8

Handouts Limit 20

Materials Limit 20

During this class, we will emphasize the importance of safety for both riders and ground fighters, including regular equipment checks, effective communication, and clear emergency procedures. We'll cover historical combat techniques that enable horseback riders to engage effectively with ground-based adversaries while maximizing their combat skills based on different fighting manuscripts. We will analyze the methods and strategies employed by ground fighters, including movement patterns, defensive maneuvers, and techniques for countering mounted threats.

Pennsic 52 Arts & Sciences War Point

Dame Roana Aldinoch Midrealm 12 hours

Mon Aug 4 7:30 AM - 19:30 Great Hall

Join up to 40 artisans as they display their best to compete for the Arts & Sciences War Points. Items will be on display for review from 10 am-3 pm. Please do not disturb artisans during their judging times.

Period Archery Shoot

period gear, period garb, archery

Robert of Ferness Aethelmearc 3 hours

Sun Aug 3 8:00 AM - 11:00 White Archery Field

The 11th annual special archery shoot for those with matching garb and gear for a specific time / place / culture. Prizes will be awarded for the best ensemble and best scores. Lunch will be provided for participants. The ranges will offer a variety of period-style targets, many of which are not often seen elsewhere and pose unusual challenges. Standard rules for period equipment: no plastic nocks on arrows; no risers, shelves, or sights on bows.

Pre-17th Century Sapphics - CCt

lgbtqiap+, lgbtq, sapphic, lesbian, bisexual, sexuality, courtesan college, queer, womens history, women, non-binary, transgender

Baronessa Ginevra Fiammetta di Silvestri Atlantia

1.5 hours

Thu Jul 31 1:00 PM - 14:30 Courtesan College - B03

A class on *sapphics*, tentatively defined as women or femme people attracted to other women and femme

people, before the 17th century. We will be exploring physical and emotional intimacy between people who may or may not have identified as women during this period, starting in ancient history and continuing forward until we run out of time. This class is **18+ only**, as graphic topics and imagery will be discussed and shared.

Adults Only! Graphic topics and imagery (sexuality and violence) will be discussed and shared.

SCA Exchequer Roundtable

administration, exchequer

Countess Katalena Ivaniaia Midrealm 1.5 hours

Tue Aug 5 2:00 PM - 15:30 A&S 12

This will be an informal opportunity for all levels of exchequer to meet with the Society Exchequer and their colleagues from across the Known World. Discussions and questions are encouraged.

Teaching Your Equine to Drive

horse, horses, equestrian, driving

Lady Arielle de Pontoise Atlantia 1 hour

Thu Aug 7 9:00 AM - 10:00 A&S 5

This class will cover the basics of teaching your equine to ground drive, in preparation for pulling a cart (chariot, wagon, etc.).

Video Voodoo: Video Editing 101

Master Cerian Cantwr Midrealm 1.5 hours

Tue Aug 5 3:00 PM - 16:30 A&S 8

Get those videos off of your smart phone or camera and turn them into something you can share. We will go through basic tools, techniques, and special effects that can turn your footage into something eye-catching. Whether you're filming performances, courts, or combat, there are ideas you can use to make your videos better.

Vigil for Durin Bastian for The Order of the Mark

Lady Thurayya bint Sitt al-Sirr East 3 hours

Mon Aug 4 5:30 PM - 20:30 Fort Tower East

Vigil for Durin Bastian for the Order of the Mark as premiere.

Vivat, Latin Lives

latin, mottoes, church, latin songs

Lady Diana of Viroconium Atlantia 1 hour

Sun Aug 3 9:00 AM - 10:00 A&S 3

Have you always wanted a Latin motto? Would you like to learn more about the Latin language? Diana of Viroconium will introduce you to Latin - the language of the ancient Romans, the medieval Catholic church and the educated nobles of the Middle Ages. She can help you translate your idea/motto from English to Latin. She can teach you "basic" Latin quotes and even a few Latin songs. If you want to know more about Latin, this is your chance.

Warhorse Training: From Steed to Champion

equestrian

THL Gesa van Wellenstein Aethelmearc 1.5 hours

Fri Aug 1 8:30 AM - 10:00 A&S 8

Handouts Limit 20

Materials Limit 20

We'll explore the history and characteristics of warhorses, establishing a solid foundation in horse handling. Focus on building trust, respect, and effective communication between horse and handler.

This second part will concentrate on conditioning programs to enhance strength, endurance, and agility, drawing on techniques from the old masters of the 14th and 15th centuries. Desensitization techniques are used to teach horses to remain calm, and various methods are employed to acclimate them to multiple stimuli, such as loud noises, crowds, and simulated combat environments. This also includes Skills Development and Equipment Familiarization to introduce horses to various types of tack and protective gear.

During this course, you will learn about equine behavior to effectively address challenges and promote positive responses, enhancing the bond between horse and rider. Join us for an enriching experience that will deepen your understanding of equine training and the noble art of riding.

Weed Walk

other

maister Broom Aethelmearc 2 hours

Fri Aug 1 10:00 AM - 12:00 University Point

Sat Aug 2 10:00 AM - 12:00 University Point

Sun Aug 3 10:00 AM - 12:00 University Point

Mon Aug 4 10:00 AM - 12:00 University Point

Tue Aug 5 10:00 AM - 12:00 University Point

Wed Aug 6 9:00 AM - 11:00 University Point

Thu Aug 7 9:00 AM - 11:00 University Point

Cooper's Lake abounds with medicinal and food plants that were used by various primitive and medieval cultures. Learn to identify them during a walk around the campsite. The walk will take place rain or shine. Please wear sturdy shoes and a hat. Meet at University Point for the start of the class. We have multiple teachers, so if you attend more than one walk, you will likely learn different things!

Wood Block Stamping and Stenciling on Fabric

paint, wood stamp, blocks, fabric

Mistress Tatiana Marana Melville Northshield 3 hours

Tue Jul 29 9:00 AM - 12:00 A&S 10

Sun Aug 3 9:00 AM - 12:00 A&S 10

Handouts Limit 30

Materials Limit 20 \$20.00 Each kit will include a woodblock stamp, a stencil, a piece of fabric, a felt base to work on, paper plates as palettes and foam pieces. All of these are for the students to keep. Paint and other supplies to share will be provided in class.

Using woodblock stamps to print on fabric is hundreds of years old and is period for the SCA time frame. The handout will include a timeline and detailed instructions on how to print on fabric. This is a hands-on class. Come on out and learn how to enhance anything that is fabric. Children must be accompanied by an adult.

Woodland Period Ceramics of the Chesapeake Bay

americas, ceramics, history

kade Tatter Skirt Atlantia 1 hour

Sat Aug 2 9:00 AM - 10:00 A&S 6

This class comes from my research into what people were doing with the wild clay from my area in SCA period. I'll cover a brief [pre]historical overview, the soapstone vessels that predated ceramics, some of the ware types that we see in the archaeology, and manufacture both in period and of reproductions.

While my focus is on the Chesapeake Bay region (Coastal & Piedmont MD/VA), I will also talk about what was specific to the area and what applies more broadly to prehistoric North America and ancient ceramics in general.

Yes, We Have Vowels: A Brief Introduction to Welsh

language, european, welsh

Lord Dai Gerdwr Midrealm 2 hours

Thu Jul 31 11:00 AM - 13:00 A&S 7

Wed Aug 6 2:00 PM - 16:00 A&S 7

Basics of modern Welsh orthography and pronunciation, with a few useful phrases thrown in. Come find out where we hide the vowels!

Yoga for All!

yoga, joyous irreverence, pyrate yoga, laughing yoga, irreverent yoga

Gav je Hajduk No Kingdom 1.5 hours

Sat Jul 26 7:30 AM - 09:00 European Dance Tent

Sun Jul 27 7:30 AM - 09:00 European Dance Tent

Mon Jul 28 7:30 AM - 09:00 European Dance Tent

Tue Jul 29 7:30 AM - 09:00 European Dance Tent

Wed Jul 30 7:30 AM - 09:00 European Dance Tent

Thu Jul 31 7:30 AM - 09:00 European Dance Tent

Fri Aug 1 7:30 AM - 09:00 European Dance Tent

Sat Aug 2 7:30 AM - 09:00 European Dance Tent

Sun Aug 3 7:30 AM - 09:00 European Dance Tent

Mon Aug 4 7:30 AM - 09:00 European Dance Tent

Tue Aug 5 7:30 AM - 09:00 European Dance Tent

Wed Aug 6 7:30 AM - 09:00 European Dance Tent

Thu Aug 7 7:30 AM - 09:00 European Dance Tent

Fri Aug 8 7:30 AM - 09:00 European Dance Tent

The style of instruction offered here is a flow (*vinyasa*) style based in a hybrid of *Hatha* and *Ashtanga* traditions. Class will begin with a brief bit of breath work

(*pranayama*), move through warm up and on to poses (*asana*) and conclude with a short, guided meditation and breath work. Alternative pose options are offered throughout the class. Never done yoga before? Give it a go! Don't have a mat? There are loaners! Think you're not flexible enough? That's exactly why we do pose work!
So c'mon, join the fun! Start your day refreshed and ready!
Bring yourself, a sense of adventure, some water, and of course—a towel!

PARENT/CHILD: CRAFTS

Æthelmearc Afternoon

Point No Kingdom 3 hours
Sun Aug 3 1:00 PM - 16:00 Family Point
Join the Kingdom of Æthelmearc for an afternoon of fun activities. Specific activities and times will be announced.

Æthelmearc Morning

family point, children, families
Point No Kingdom 3 hours
Sun Aug 3 9:00 AM - 12:00 Family Point
Join the Kingdom of Æthelmearc for a morning of fun activities. Specific activities and times will be announced.

Carving Viking Runestones

family point, family, kids, youth
Point No Kingdom 1 hour
Wed Jul 30 11:00 AM - 12:00 Family Point
Sat Aug 2 11:00 AM - 12:00 Family Point
Use clay to carve a Viking runestone with a simple design or your name in runes.

East Kingdom Day

Point No Kingdom 3 hours
Mon Aug 4 9:00 AM - 12:00 Family Point
Mon Aug 4 1:00 PM - 16:00 Family Point
Join the Kingdom of the East for a day of fun activities. Specific activities and times will be announced.

End of War Craft Time: Use it Up!

Point No Kingdom 3 hours
Thu Aug 7 1:00 PM - 16:00 Family Point
Join us for the last day of Family Point activities. We will put out whatever crafts we have leftover for you to enjoy!

Midrealm Day

Point No Kingdom 3 hours
Tue Aug 5 9:00 AM - 12:00 Family Point
Tue Aug 5 1:00 PM - 16:00 Family Point
Join the Kingdom of the Middle for a day of fun activities. Specific activities and times will be announced.

Pennsic Rocks

Point No Kingdom 1 hour
Tue Jul 29 1:00 PM - 14:00 Family Point
Sat Aug 2 2:00 PM - 15:00 Family Point
Paint some rocks to stash around Pennsic to be found by others, or to commemorate your trip.

Preschool Playgroup

Point No Kingdom 2 hours
Wed Jul 30 1:00 PM - 15:00 Family Lounge
Fri Aug 1 1:00 PM - 15:00 Family Lounge
Sun Aug 3 1:00 PM - 15:00 Family Lounge
Tue Aug 5 1:00 PM - 15:00 Family Lounge
Thu Aug 7 1:00 PM - 15:00 Family Lounge
Let our preschoolers (3-5) tire each other out while the parents/guardians make friends! Unstructured meet-up in the new Family Point Lounge/Courtyard.

Roman Mosaics

family point, kids, children
Point No Kingdom 1 hour
Wed Jul 30 1:00 PM - 14:00 Family Point
Fri Aug 1 9:00 AM - 10:00 Family Point
Learn about Roman mosaics and create a small mosaic out of plastic jewels. Suggested ages 3-8.

Viking Bling!

kids, children, family point, family
Point No Kingdom 2 hours
Wed Jul 30 9:00 AM - 11:00 Family Point
Sat Aug 2 9:00 AM - 11:00 Family Point
Create beaded viking necklaces, bracelets or apron dress swag, and create brooches or pins to go with them.

Welcome to War Craft Time

Point No Kingdom 3 hours
Tue Jul 29 9:00 AM - 12:00 Family Point
Family Point is open for a variety of crafts in our first session of War! Decorate your medallion, string some beads, and meet new friends.

PARENT/CHILD: OTHER

Bedtime Stories for Children

other
Lord Friar Jacob East 1 hour
Mon Jul 28 7:00 PM - 20:00 A&S 13
Tue Jul 29 7:00 PM - 20:00 A&S 13
Wed Jul 30 7:00 PM - 20:00 A&S 13
Thu Jul 31 7:00 PM - 20:00 A&S 13
Fri Aug 1 7:00 PM - 20:00 A&S 13
Sat Aug 2 7:00 PM - 20:00 A&S 13
Sun Aug 3 7:00 PM - 20:00 A&S 13
Mon Aug 4 7:00 PM - 20:00 A&S 13
Tue Aug 5 7:00 PM - 20:00 A&S 13
Wed Aug 6 7:00 PM - 20:00 A&S 13
Thu Aug 7 7:00 PM - 20:00 A&S 13

Stories and fables for children, 7 pm nightly. This year's theme will be myths and monsters. All are welcome to attend; children must have adult escort.

Children's Water Battle

water, child
Mistress Gwynnyd of York Midrealm 1 hour
Wed Aug 6 2:00 PM - 15:00 Fort
Assault the Fort! The Children's Water Battle is open to children 6 - 12. Bring your own water weapons (squirt guns, water balloons, etc. No catapults; they hurt!) Dress for mess and mud. Water and some balloons provided. Each participant must be in the charge of a responsible adult. Treasure provided to each participant. Extra marshals are always wanted; marshals do not necessarily get wet.

Children's Water Battle: Clean-Up

Mistress Gwynnyd of York Midrealm 1 hour
Wed Aug 6 3:00 PM - 16:00 Fort
After the battle, the clean-up begins. Adult or older teen assistance always welcome.

Children's Water Battle: Set-Up

water, kids, fun, parent/child, supersoaker, fort, battle, water balloons
Mistress Gwynnyd of York Midrealm 2 hours
Wed Aug 6 12:00 PM - 14:00 Fort
Two-hour set-up time for the Water Battle. Adult and older teen assistance is always welcome. Kids, **Don't show up yet.**

Family Point CLOSED

Point No Kingdom 6 hours
Wed Aug 6 9:00 AM - 15:00 Family Point
Family Point is **closed today!** Please enjoy the **Fête** and water battle.

Family Point Takedown

Point No Kingdom 3 hours
Fri Aug 8 9:00 AM - 12:00 Family Point
Enjoy family activities this year? Please help support us by joining us for cleanup/takedown. There will be available jobs for all ages and abilities.

Kid Garb Swap Meet

Point No Kingdom 1 hour
Wed Jul 30 11:00 AM - 12:00 Family Lounge
Mon Aug 4 1:00 PM - 14:00 Family Lounge
Kids grow too fast! Come to Family Point to donate or swap your kids' old garb, and swap or receive new garb that fits. All items must leave at end.

Tips, Tricks and Toddlers

other
Mistress Kaleeb the green eyed Atlantia 1.5 hours
Fri Aug 1 10:00 AM - 11:30 A&S 13
Handouts Limit 20 \$1.00
A parents' guide on how to survive and enjoy the SCA with young children. The last part of class will be a roundtable discussion on positive ideas for problems. The class can also focus on tweens, if there is a need. While children are welcome, this class will focus on helping parents.

Toddler Playgroup

Point No Kingdom 2 hours
Tue Jul 29 10:00 AM - 12:00 Family Lounge
Thu Jul 31 11:00 AM - 13:00 Family Lounge
Sat Aug 2 11:00 AM - 13:00 Family Lounge
Mon Aug 4 10:00 AM - 12:00 Family Lounge
Thu Aug 7 10:00 AM - 12:00 Family Lounge
Let our toddlers (under 3) tire each other out while the parents/guardians make friends! Unstructured meet-up in the new Family Point Lounge/Courtyard.

PARENT/TEEN

Tea 101 for Teens: “Tasty History of Tea”

teen, japan, tea
Lady Kitsuko Tsukino Midrealm 2 hours
Thu Aug 7 9:00 AM - 11:00 Teen University
Handouts Limit 10
Materials Limit 20 \$5.00 12 different kinds of tea
Tea 101 is a basic tea history: pre-1600s along with a chance to try 12 different kinds of tea and learn the science behind brewing tea. Please bring your own cup for the tasting but no pewter or other metal cups without insulation to protect your hand from the heat of the tea.

Teen Lounge

Point No Kingdom 3 hours
Tue Aug 5 5:00 PM - 20:00 Teen Lounge
Age 13-17. Join us at Family Point for a low key hangout with other teens at Pennsic. No specific theme tonight.

Teen Lounge

teen, youth
Point No Kingdom 3 hours
Fri Aug 1 7:00 PM - 22:00 Teen Lounge
Age 13-17. Join us at Family Point for a low key hangout with other teens at Pennsic. No specific theme tonight.

Teen Lounge

teen
Point No Kingdom 3 hours
Sun Aug 3 7:00 PM - 22:00 Teen Lounge
Age 13-17. Join us at Family Point for a low key hangout with other teens at Pennsic. No specific theme tonight.

Teen Lounge: Bardic Circle

Point No Kingdom 3 hours
Thu Jul 31 7:00 PM - 22:00 Teen Lounge
AKA Talent Show! Share your favorite song, dance, stories, and skills with everyone! (**Ages 13-17**)

Teen Lounge: Game Night

teen
Point No Kingdom 3 hours
Mon Aug 4 7:00 PM - 22:00 Teen Lounge
Age 13-17. Bring your favorite board or RPG game. We'll have space, some board/card games, and a few RPGS running.

Teen Lounge: LGBTQ+ Teen Night

teen, youth, lgbt
Point No Kingdom 3 hours
Sat Aug 2 7:00 PM - 22:00 Teen Lounge
Join us for an LGBTQ+ focused night for food and entertainment. This night is lightly supervised by background-checked adult allies. As always, no bullying or harassment will be tolerated. Curfew rules still are in play and teens won't be stopped from leaving. (**Ages 13-20, strictly enforced.**)

Teen Lounge: Welcome To War Meet-n-Greet
teen

Point No Kingdom 3 hours
Wed Jul 30 7:00 PM - 22:00 Teen Lounge

Age 13-17. Join us at Family Point for a chance to meet other teens and tweens at Pennsic.

PARTY

7 Pearls Dinner

Mistress Liadhain Aethelmearc 2 hours
Wed Aug 6 6:00 PM - 20:00 Aethelmaerc Royal Camp
Dinner for all the Landed Baronage of Æthelmearc.

Æthelmearc Kingdom Party

Baron Snorri skyti Bjarnarson Aethelmearc 4 hours
Mon Aug 4 8:00 PM - 00:00 Aethelmaerc Royal Camp
Come join Æthelmearc for a celebration!

Annual Rose / Consort Happy Hour

social, party, peerage, rose
Duchess Kallista Morgunova Aethelmearc 2 hours
Wed Aug 6 4:00 PM - 18:00 Aethelmaerc Fire Pit
All Royal Consorts past and seated that reigned over kingdoms or principalities are invited to Æthelmearc Royal encampment on Middle Wednesday, August 6th, from 4pm to 6pm for beverages alcoholic and non-alcoholic, and light refreshments. Come see old friends and make new ones.

Clan Blue Feather Encampment Party

deib, party, lgbt, adults only
Baron Joshua MacDonald the Imperfekt Atlantia 4 hours
Thu Aug 7 9:00 PM - 01:00 Clan Blue Feather E12
Our annual open encampment party. Clan Blue Feather is the SCA's LGBTQ+ community, both queer members and our allies. We'll have booze, snacks, and entertainment; you bring yourselves and have a good time! **Age 21+ only.**
Adults Only! Alcohol will be served

Known World Heralds' Meet-and-Greet

Ragna stórráða Úlfisdóttir Midrealm 3 hours
Sun Aug 3 6:00 PM - 21:00 Herald's Point
Join your fellow heralds for a gathering at Herald's Point. There will be warm conversation and, of course, food! This gathering is open to all heralds of the Known World. Take this opportunity to meet and greet heralds you've only ever chatted with distantly before.

Knowne Worlde Courtesans' Social - CCT

social, party, courtesan, courtesan college, courtesans
Baronessa Ginevra Fiammetta di Silvestri Atlantia 2 hours
Thu Aug 7 3:00 PM - 17:00 Courtesan College - B03
Come join us for food, wine, and pleasurable company! Open to those with courtesan personas, patrons, Tullians, and those just interested in courtesan studies.
Age 18+ due to the nature of topics discussed.
Adults Only! Adults Only Party

Lord Ramirez's "Unofficial" Cigar Social
cigar

Lord Anibal Ramirez Atlantia 3 hours
Sat Aug 2 3:00 PM - 18:00 Runestone
Lord Ramirez's official "Unofficial" Pennsic Cigar Social will be held Saturday, Aug 2nd, from 3-6 pm in Runestone Park. For the cigar aficionados amongst us, bring your cigars, a chair, and a drink, and meet your fellow attendees at Pennsic in friendship and fellowship, learn about different groups attending, share War stories, and generally be excellent to one another. I hope I will see you there. **Age 21+.**
Adults Only! Tobacco and alcohol use.

Roman Bacchanal - CCT

european, roman, party, courtesan, courtesans, courtesan college
Baronessa Ginevra Fiammetta di Silvestri Atlantia 2.5 hours
Mon Aug 4 9:00 PM - 23:30 Courtesan College - B03
The Festival of Floralia is upon us! The Knowne World

Courtesans call you to a celebration of all things Roman in the Knowne World! To gain entry, dress to impress in your finest 1st-century Roman garb. We will delight your senses with amphorae of wine, delicacies fit for the Emperor, contests of strength, beauties abundant, and bounteous sensory delights. All in celebration of Summer! 9 pm to 2 am! **Age 18+. ID required.**

- Requirements:
- **18+ (no entry without ID!)**
 - Early Imperial Roman dress (no pants, no Celtic garb, no plaid).
 - a coin (free!); there are only 400 available so get them while they last!
 - no phone use outside of checking the time permitted inside the camp. (We will have a designated photo area outside.)
 - Don't forget your mug!

Once again Medieval Medallions has crafted gorgeous reproduction brothel coins for our guests. Join us at 11 am on Sunday, August 3rd, at the gate to Courtesan Camp (location TBA) to claim yours. Look for the red and gold tent with the red and gold hart pennants flying above. We will hand out one coin per adult in the queue. Please plan accordingly and send a representative for yourself if necessary. Out of respect for your fellow Scadians, please do not "hold" spots in line for latecomers. *Coins are available on a first-come, first-served basis.*

This year, coins will be collected at the gate and replaced with a marked wristband. The opportunity to purchase a coin to retain as a keepsake will be available starting Tuesday, August 5th, at Courtesan Camp for \$10 apiece. This is to help us recoup some of the costs of the party and ensure that we're able to continue to host it each year!

POTENTIAL VOLUNTEERS- Want a guaranteed entrance into the Bacchanal for you and a friend? Help us make the magic! We need people for all kinds of jobs related to the Bacchanal, Courtesan College, and camp set up and tear down. Please message @Ziek on Discord with your SCA name and your desire to join the Bacchanal's Volunteer Discord Server. Each volunteer will receive 2 tokens, 1 for you and one for a guest. Volunteers for the Bacchanal specifically MUST attend the meeting on Sunday 3 pm, to get your tokens.

For more information about requirements, donations, and more, visit <https://knownworldcourtesans.org/knowne-world-courtesans-roman-bacchanal-at-pennsic-iii> !

Adults Only! Adults Only Party

Scribal Tea

Mistress Roberta McMorland Aethelmearc 2 hours
Mon Aug 4 1:00 PM - 15:00 Æthelmearc 1
A time to meet scribes from other groups, network, and enjoy some treats.

West Kingdom Party

party, royal, royals
Royal Liaison Duchess Siobhan No Kingdom 2.5 hours
Tue Aug 5 9:30 PM - 00:00 West Kingdom Royal
West Kingdom Party - Tuesday August 5th, 9:30 pm to Midnight - West Kingdom Encampment.

PERFORMANCE: BARDIC

Surreptitious Whiskey

bardic
Lord Dai Gerdwr Midrealm 1 hour
Tue Aug 5 8:00 PM - 21:00 Performing Arts
Dai Gerdwr, Liadan Liathán, Tonis van Driele, and Lucia Elena Braganza make up *Surreptitious Whiskey* . Join us for songs of drink, laughter, love, adventure, and revenge!

14th Annual Depressing Song Competition

bardic, bardic performance, acoustic music
Honorable Lady Elizabeth de Spaldyng Atlantia 1 hour
Tue Aug 5 6:00 PM - 19:00 Performing Arts
This competition will highlight performers who sing sad, depressing songs. Present your most depressing song in this performance competition. Prizes for 1st, 2nd, and 3rd place. Sign up at Camelot Treasures merchant

booth. Performances can be a *cappella* or accompanied by instruments. Limited to 10 competitors. Performances must be no longer than 5 minutes which includes the introduction.

A Pack of Hounds

Ollaimh Ruaidhri an Cù Atlantia 1.5 hours
Mon Aug 4 7:30 PM - 21:00 Performing Arts
This is "A" class entertainment...because we all hail from kingdoms starting with the letter "A". Singers, musicians, poets, and weavers of tales, the Clan an Cù will do its best to divert and entertain.

Duke Moonwulf's Annual Pennsic War Concert

Duke Master Moonwulf Starkaadheresson Midrealm 1 hour
Sun Aug 3 6:30 PM - 19:30 Performing Arts
An hour of original music and stories by Duke Moonwulf Starkaadheresson (aka Michael Longcor), an SCA bard and fighter who's seen over a half-century of Pennsic War. Come to laugh, cry and sing along. Some of Moonwulf's songs have entered into the lore and history of Pennsic and the SCA. Come for the tradition and stay for the fun!

Efenwealt & Aenor in Concert

bardic, acoustic music, historical music, music, performing arts and music, vocal music, comedy, concert
Efenwealt Wystle Atlantia 1.5 hours
Sat Aug 2 7:30 PM - 21:00 Performing Arts

We've been making music together in the SCA for over 30 years and play a little bit of everything - from medieval, Renaissance, and bardic stuff to Celtic, folk, and filk (and maybe even an eensy weensy bit of acoustic nerd rock). Come sing along with old favorites and hear some new tunes as well. We suspect that if enough of you ask him to, our son Pippin might also join us.

In a Fool's Garden with John Inchingham

bardic
Master John Inchingham the Fool Midrealm 1 hour
Tue Aug 5 7:00 PM - 20:00 Performing Arts
Master John Inchingham the Fool performs songs and stories about life in the SCA and skewers history, literature and mythology. Sing along or just listen to an hour's worth of family-friendly fun.

John Inchingham, Cerian Cantwr, & House Sans Nomen

bardic
Master Cerian Cantwr Midrealm 2 hours
Wed Aug 6 8:00 PM - 22:00 Performing Arts
Listen to the mad tunes and tales of Master John Inchingham, Master Cerian Cantwr, and their household. Sing along with some of the Midrealm's best known (or most infamous) bards. Come prepared for music, mayhem, and merriment of the oddest kind. **Warning:** Sightings of polar cows and were-llamas are likely.

Not Your Typical Atlantian Thug Concert

Lady Thorve Skald Rikardardottir Atlantia 1.5 hours
Sun Aug 3 7:30 PM - 21:00 Performing Arts
Are we Thugs? Nay! But our bards can beat up your bards. Are you ready to be entertained?

Ruaidhri's Stories

bardic, european
Ollaimh Ruaidhri an Cù Atlantia 1 hour
Sat Aug 2 5:30 PM - 18:30 Performing Arts
A tale or two by a simpleton told. A treasure of brass appearing as gold. Ollamh Ruaidhri will spin a tale or two. They may not be factual, but they are true.

Siobhan the Harper

performance, music
LADY SIOBHAN THE HARPER East 0.5 hour
Tue Aug 5 5:30 PM - 18:00 Performing Arts
Join Siobhan the Harper for enchanting and diverse music and songs.

Songs and Stories with Old Tom

music
Tommaso Franceschi Midrealm 1 hour
Sun Aug 3 5:30 PM - 18:30 Performing Arts
Tommaso sings! He plays music! He tells stories! He does two at once! What did Martin say to his man? How did Raven become black? Period songs and stories for a tavern crowd. Family-friendly.

Thorve and Friends

Lady Thorve Skald Rikardardottir Atlantia 1 hour
Mon Aug 4 6:00 PM - 19:00 Performing Arts
Come join in the fun, as Thorve and her talented Friends entertain you with their favorite pieces, both period and period-adjacent!

**PERFORMANCE:
COMMEDIA**

Commedia All Stars Show

commedia, european
Dame Sophia the Orange Atlantia 1.5 hours
Thu Aug 7 9:30 PM - 23:00 Performing Arts
Commedia All Stars performance of hilarious comedy plays based on 16th-century Italian *commedia dell'arte* ! Most of the *Commedia* All Stars troupe members are teachers of *commedia* and other performing arts. Enjoy our classes through the week, then come see our show!

i Genesii

commedia, european
Mistress Arianna of Wynthrope Aethelmearc 1 hour
Mon Aug 4 9:00 PM - 22:00 Performing Arts
i Genesii : Love! Money! Greed! Sex! Overwhelming beauty! Underwhelming intelligence! The greatest *Commedia dell'arte* troupe in the Known World (TM) does it again with its usual tasteless but hilarious performance! **18+** Some material is not suited for a younger audience. Bawdy is our byword!
Adults Only! Adult themes and language

i Sebastiani and Friends !

commedia, european, i sebastiani
Mistress (OL) Rhonwen glyn Conwy East 1.5 hours
Tue Aug 5 6:00 PM - 19:30 Amphitheater
Buon giorno ! O, you lucky people! Truly, you are blessed amongst the living, for you have the opportunity to see *i Sebastiani* , the greatest *commedia dell'arte* troupe in the Entire World, and their friends perform a *different* show than Sunday's, just for you tonight!

i Sebastiani !

commedia, european, i sebastiani
Mistress (OL) Rhonwen glyn Conwy East 1.5 hours
Sun Aug 3 9:00 PM - 22:30 Performing Arts
Buon giorno! O, you lucky people! Truly, you are blessed amongst the living, for you have the opportunity to see *i Sebastiani* , the greatest *Commedia dell'Arte* Troupe in the Entire World, perform a show just for you tonight!

i Verdi Confusi : Peace Week Follies

commedia, european
TH Niccolò Bartolazzi Midrealm 1.5 hours
Thu Jul 31 7:00 PM - 20:30 Amphitheater
The first week needs entertainment too! Join us for *Commedia dell'Arte* follies at the Amphitheatre!

i Verdi Confusi : Players' Patchwork Theatre

commedia, european
TH Niccolò Bartolazzi Midrealm 1.5 hours
Sat Aug 2 9:00 PM - 22:30 Performing Arts
Back for more *Commedia dell'Arte all'Improvviso* hilarity! Of course! It All Makes Sense Now! Show Contains Adult-Themed Content.

i Verdi Confusi : War Week Follies

commedia, european
TH Niccolò Bartolazzi Midrealm 1.5 hours
Thu Aug 7 7:00 PM - 20:30 Amphitheater
Commedia dell'Arte keeps going all War! Join us for more follies at the Amphitheatre!

Il Titolo Provisorio

commedia dellarte, 16th-century italian, performing arts and music, performance
Baroness Cael O'Conaill Gleann Abhann 1 hour
Wed Aug 6 10:00 PM - 23:00 Performing Arts
Enjoy shenanigans of the semi-improv variety!
Adults Only! 18+ humor

Iron Commedia

theatre, commedia dellarte, theater, acting, improv
Larisa Aethelmearc 3 hours
Fri Aug 1 2:00 PM - 17:00 Performing Arts
Come collaborate with other players to craft and/or perform in a *commedia dell'arte* show of your creation in only a few hours. We will gather during the day to create a scenario during a workshop that will then be performed that very same day in the evening. No experience required; come and play!

Iron Commedia Performance

commedia dellarte
Baroness Cael O'Conaill Gleann Abhann 1 hour
Wed Aug 6 7:00 PM - 20:00 Amphitheater
After preparing for the past three hours, this group came together to create a show just for their audience!

Iron Commedia Show

commedia dellarte, commedia, 16th century italian, performance, performer
Larisa Aethelmearc 1 hour
Fri Aug 1 7:00 PM - 20:00 Performing Arts
Our wickedly funny players created this show completely from scratch and are performing it all in the same day!

Youth Commedia Performance

performance, commedia dellarte, 16th-century italian, youth
Baroness Cael O'Conaill Gleann Abhann 1 hour
Fri Aug 8 5:30 PM - 18:30 Performing Arts
Watch as our talented youth *commedia* class students put on a show to show off their hard work!

PERFORMANCE: MUSIC

PA Afternoon Series :Known World Harp Celebration

instrumental music, multiple cultures, harp
LADY SIOBHAN THE HARPER East 2 hours
Tue Aug 5 3:00 PM - 17:00 Performing Arts
Bring your harps and similar instruments to share music with other harpers from the Knowne World. All ability levels are welcome.

Concert: Tuppence: Folk and Historical Music

concert
Honorable Lady Elizabeth de Spaldyng Atlantia 1 hour
Sat Aug 2 6:30 PM - 19:30 Performing Arts
Simon and Elizabeth de Spaldyng from Atlantia perform medieval, Renaissance, bardic, and original songs and tunes on a variety of instruments.

Drake Oranwood: Parting Is Such Sweet Sorrow

bardic
THL Drake Oranwood East 1 hour
Tue Aug 5 9:00 PM - 22:00 Performing Arts
Drake shares music from his new album, "Hold the Door Open", and other favorites in his final planned Pennsic concert.

European Music Expo

concert, performance, performing arts and music
Honorable Lady Elizabeth de Spaldyng Atlantia 2 hours
Tue Aug 5 1:00 PM - 15:00 Performing Arts
The European Music Expo features songs and tunes from a variety of performers. Music selections span the SCA period, include many different instruments, and reflect numerous European music traditions.

Known World Choir & Instrumental Ensemble Concert

music, european, choir, chorus
THL Siri Toivosdotter Midrealm 2 hours
Thu Aug 7 6:00 PM - 20:00 Performing Arts

Known World Recorder Ensemble, Youth Instrumental Consort, Children's Choir, Youth Choir, *Chorulus Pennsicus* and the Known World Choir perform a concert. Enjoy an evening of medieval and Renaissance choral music.

The Debatable Choir

music, european
Mistress Arianna of Wynthrope Aethelmearc 0.5 hour
Mon Aug 4 7:00 PM - 19:30 Performing Arts
The Debatable Choir performs medieval and Renaissance music by composers like Thomas Morley, Orlando di Lasso, Thomas Tallis, Claudin Sermisy, Giovanni Francesco Anerio, and Hans Leo Hassler! For almost 40 years this acclaimed choir has entertained royalty and peasants, receiving kingdom awards for both the Arts and Service along the way. This year we'll be singing in English, Latin, French, Italian, and German!

The Foxy Bard and Friends

historical music
David Anthony, The Foxy Bard East 1 hour
Mon Aug 4 6:30 PM - 19:30 Amphitheater
Energetic and entertaining, Foxy and friends return to the Pennsic stage to delight and charm with a medley of songs from all over the medieval world.

**PERFORMANCE:
REHEARSAL**

Commedia All Stars Dress Rehearsal On Stage.

rehearsal, european
Dame Sophia the Orange Atlantia 2 hours
Thu Aug 7 2:00 PM - 16:00 Performing Arts
Closed Rehearsal for *Commedia* All Stars troupe.

Commedia All Stars Rehearsal

rehearsal, european
Dame Sophia the Orange Atlantia 2 hours
Sat Aug 2 2:00 PM - 16:00 Battlefield Loud
Sun Aug 3 2:00 PM - 16:00 Battlefield Loud
Mon Aug 4 2:00 PM - 16:00 Battlefield Loud
Tue Aug 5 2:00 PM - 16:00 Battlefield Loud
Wed Aug 6 2:00 PM - 16:00 Battlefield Loud
Thu Aug 7 11:00 AM - 13:00 Battlefield Loud
Rehearsal for *Commedia* All Stars troupe: Saturday, Aug. 2, through and including Thursday, Aug. 7, daily, from 2:00 pm - 4:00 pm. Closed rehearsal, but please ask if you'd like to watch.

i Sebastiani Closed Rehearsal

european, commedia, i sebastiani
Mistress (OL) Rhonwen glyn Conwy East 1 hour
Sun Aug 3 3:00 PM - 16:00 Performing Arts
This is a closed rehearsal for the *i Sebastiani* performance on Sunday night.

i Sebastiani Closed Rehearsal

european, commedia, i sebastiani
Mistress (OL) Rhonwen glyn Conwy East 1 hour
Tue Aug 5 12:00 PM - 13:00 Amphitheater
This is a closed rehearsal for *i Sebastiani's* Tuesday evening show.

i Verdi Confusi : Closed Dress Rehearsal

rehearsal, european
TH Niccolò Bartolazzi Midrealm 2 hours
Sat Aug 2 3:00 PM - 17:00 Performing Arts
Closed dress rehearsal for *i Verdi Confusi* 's performance in the PA Tent.

Il Titolo Provisorio Dress Rehearsal

rehearsal, commedia dellarte, 16th-century italian
Baroness Cael O'Conaill Gleann Abhann 1 hour
Wed Aug 6 3:00 PM - 16:00 Performing Arts
Closed dress rehearsal for ITP.

Known World Choir Rehearsals

vocal music, european
THL Siri Toivosdotter Midrealm 2 hours
Thu Jul 31 10:00 AM - 12:00 Performing Arts
Rehearsal
Fri Aug 1 10:00 AM - 12:00 Performing Arts
Rehearsal
Sat Aug 2 10:00 AM - 12:00 Performing Arts
Rehearsal
Sun Aug 3 10:00 AM - 12:00 Performing Arts
Rehearsal
Mon Aug 4 10:00 AM - 12:00 Performing Arts
Rehearsal
Tue Aug 5 10:00 AM - 12:00 Performing Arts
Rehearsal
Wed Aug 6 10:00 AM - 12:00 Performing Arts
Rehearsal

Handouts Limit 25 \$5.00
Materials Limit 25 \$5.00 Copies of KWC Literature.
\$5 more if you wish to keep the 1/2 Inch Black Binder
The Known World Choir, along with the Known World
Recorder Ensemble, Youth Instrumental Consort,
Children's and Youth Choirs, and *Chorulus Pennsicus*
will present a concert of medieval and Renaissance
choral literature. Mistress Rachel Dalicieux will direct.
Bring a 1/2 inch black binder or plan to purchase one for
use during the concert for \$5. **Over age 18.** (There is a
Youth Choir for those 12-18.)

**Adults Only! There are special choirs just for children:
Children's Choir for youngsters up to age 11, and Youth
Choir for 12-18.**

Known World Choirs Recording and Rehearsal

rehearsal, european
THL Siri Toivosdotter Midrealm 2 hours
Thu Aug 7 12:00 PM - 14:00 Performing Arts
Children, Youth, *Chorulus Pennsicus* and KWC will
record and rehearse in this order in preparation for their
concert on Thursday, August 8.

Youth Commedia Dress Rehearsal

rehearsal, commedia dell'arte, 16th-century italian, youth
Baroness Cael O'Conaill Gleann Abhann 1 hour
Fri Aug 8 3:00 PM - 16:00 Performing Arts
Closed dress rehearsal for YC.

Youth Instrumental Consort Rehearsal

instrumental music, european, youth
Lady Tangwystl verch Gruffydd Midrealm 1 hour
Sun Aug 3 9:00 AM - 10:00 Performing Arts
Rehearsal
Mon Aug 4 9:00 AM - 10:00 Performing Arts
Rehearsal
Tue Aug 5 9:00 AM - 10:00 Performing Arts
Rehearsal
Wed Aug 6 9:00 AM - 10:00 Performing Arts
Rehearsal
Thu Aug 7 9:00 AM - 10:00 Performing Arts
Rehearsal
Handouts Limit 10 \$5.00

Pennsic Youth Instrumental Consort is open to all youth
ages 11-19 who play an acoustic instrument (meaning it
does not have to be plugged in to be played in a
performance) and can read standard notation for their
instrument. Experience the world of Renaissance and
medieval instrumental music with Lady Tangwystl verch
Gruffydd. We will rehearse from 9-9:45 am, Sunday,
August 3, through Thursday, August 7, at the PA
Rehearsal Classroom (PARC). We will be performing as
part of the Known World Music Ensembles Concert on
Thursday evening of War Week. There will be a dress
rehearsal Thursday, August 7, at noon in the PAT;
further details TBA during regular rehearsals. Parents
must attend rehearsals with children under 14. Music
and more information can be found here:
<https://knownworldchoirs.org/yic.phtml>. Please bring
printed music in a black binder. If needed, there will be
binders with music available for \$5.

Youth Theatre Dress Rehearsal

Baroness Edekyn O Fierhie Aethelmearc 1 hour
Fri Aug 8 4:00 PM - 17:00 Performing Arts
Youth Theatre dress rehearsal for the performance.

PERFORMANCE: THEATER

Everyman Presented by the Known World Players

Director Lucas Abernathy East 2 hours
Fri Aug 8 8:00 PM - 22:00 Performing Arts
Everyman is a 15th-century English morality play that
uses allegory to explore the nature of human existence
and the inevitability of death. The play centers on
Everyman, a character representing all of humankind,
who is summoned by Death to face God and give an
account of his life. Everyman's journey to face his
reckoning reveals the fleeting nature of earthly
pleasures and the importance of good deeds for
salvation.

Whose Cause Is It Anyway Improv Comedy Show

commedia, improv, comedy
Dame Sophia the Orange Atlantia 1 hour
Wed Aug 6 7:00 PM - 20:00 Performing Arts
This troupe of SCAdians has been producing
livestreamed improv comedy shows since the US
election of 2020 and continues to generate laughter
online every month to raise awareness about causes we
believe in! Come see this troupe **live** as we generate
laughter about our lives as SCAdians, Pennsic, and
Philanthropy!

Whose Line Doth It Be

performance
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Mon Aug 4 7:30 PM - 21:30 Amphitheater
An improv comedy show where anything can happen as
performers play games to make you laugh.

The Pennsic Mightier: Improv Comedy Show

theater
Mistress Aibhilin inghean Daibhidh Trimaris 1 hour
Fri Aug 1 6:00 PM - 19:00 Performing Arts
It's the Pennsic "mightier than the sword" montage-style
improv comedy show and anything can happen! Enjoy a
fun night of long-form improvised comedy based on your
suggestions and stories presented by the Pennsic
Mightier Workshop cast!

Youth Theatre Performance

theater, multiple cultures
Baroness Edekyn O Fierhie Aethelmearc 0.5 hour
Fri Aug 8 5:00 PM - 17:30 Performing Arts
Come see a culmination of Youth Theater classes
displaying these students' hard work and creativity. A
wonderful and amazing production done entirely by
these brilliant kids!

PERFORMING ARTS: BARDIC

Alliterative Verse

Justinian Clarus Ealdormere 1 hour
Wed Jul 30 11:00 AM - 12:00 A&S 5
Learn about verse and the difference between free
verse, rhyming verse, and alliterative verse.

Angevin Circle

medieval, bardic, troubador, historical music, music,
vocal music, poetry, goliard
Efenwealt Wystle Atlantia 2 hours
Wed Aug 6 1:00 PM - 15:00 Performing Arts
This is a song and poetry circle with a focus on 12-13th
century Anglo-Norman culture and the cultures they
touched - which is most of Europe and the
Mediterranean. Modern pieces with an historical bent
are particularly welcome; Troubadour, *Trouvere*, and
Trobairitz tunes; historical pieces with singable
translations; songs about crusaders or Robin Hood;
Cantigas de Santa Maria; Arabic pieces that may have
made it to western Europe. Instrumental pieces are also
welcome! Sacred or secular, we don't care. This is
meant to be casual, interactive, entertaining, and
informative. Don't fret about being authentic enough or
providing documentation. Efenwealt is running this, and
he's totally chill. And you are not obliged to perform.
Listeners are welcome. It's not a competition, but you

get bonus Efenwealt points for dressing on theme.

Anglo-Saxon Alliterative Tradition Poetry Workshop

poetry, anglo-saxon, england, 8th-century, 9th-century,
10th-century, old english, 8thc, 9thc, 10thc
Honorable Lady Shoshanah bas Nachman Calontir 1
hour
Mon Aug 4 11:00 AM - 12:00 Clan Yama Kaminari
(E03)
Handouts Limit 25

This is a workshop for collaborative creation of a heroic-
mode poem in the Anglo-Saxon alliterative tradition
(think Beowulf). I will provide the rules of the tradition
(including the idea of *kenning*s) and then guide the
class in the creation of a short poem, on the order of a
dozen lines (last year's was "50" - an evocation of being
on the field that year).

Ansteorran Bardic Circle

bardic arts, performing arts, song, story, poem
Katrina of Coventry Ansteorra 2 hours
Mon Aug 4 8:00 PM - 22:00 Kingdom Ansteorra - BFT
All are welcome to join us in Ansteorra for a bardic
circle. This circle will follow the "play, pass, or pick"
format, to ensure everyone who would like to perform
has an opportunity to do so. Please keep performances
under 8 minutes. We'll start by 8 am and go until at least
10 pm.

Bardic Symposium #1: Memories and Memorials

bardic, bardicsymposium, beginner
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Mon Aug 4 3:00 PM - 17:00 A&S 9
Meet your fellow bards. Discussion topics include how
do we keep the work of departed artists alive in a
respectful way? How do we preserve a person's work
before they are gone? What are the merits, or problems,
with video records? How do we ensure we do not deter
participation due to modern recording devices? The
Symposium writing challenge returns this year - we will
collectively pick a topic on Monday. View the Bardic
Symposium website here: <http://bardic.fun>

Bardic Symposium #2: Nurturing New Bards

bardic, service, bardicsymposium
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Tue Aug 5 3:00 PM - 17:00 A&S 9
How do we nurture and encourage new bards and
performers? What types of encouragement work? What
drives them away? How do we help them find their place
and style of performance they like? How do we
encourage them to grow their skills? How do we make
bardic more appealing to new people? View the Bardic
Symposium website here: <http://bardic.fun>

Bardic Symposium #3: Modern Recording and You!

bardic, bardicsymposium, songwriting, writing, hands-on
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Wed Aug 6 3:00 PM - 17:00 A&S 9
Whether it's for a personal challenge, YouTube
posterity, or a desire to sell CDs, take the first step into
recording yourself. How do you start the process of
recording your work? What equipment do you need?
What skills can you acquire? How do you acquire the
skills? How do you incorporate other people or
instruments into your work? How do you get your work
"out there"? View the Bardic Symposium website here:
<https://bardic.fun>

Bardic Symposium #4: Challenge Yourself

bardic, accessibility, dei, service, bardicsymposium, sca
life
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Thu Aug 7 3:00 PM - 17:00 A&S 9
How do you keep your bardic fresh? How do you
challenge yourself to improve? What strategies help to
find new paths to travel as a bard? View the Bardic
Symposium website here: <http://bardic.fun>

Bardic Symposium #5: Right Piece, Right Time

bardic, bardicsymposium, singing, storytelling, hands-on
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Fri Aug 8 3:00 PM - 17:00 A&S 9
How do we ensure our content is appropriate and
inoffensive? How do we read the room to pick the right

piece? How do we ensure that comedy is funny without "punching down". When does something become not appropriate? How can we adapt and update works to keep up with the times? How can we respect the original piece while editing for content that is now inappropriate? We will also share any Writing Challenge pieces, and we'll award tokens! Visit the Bardic Symposium website at <https://bardic.fun>

Beginning Recorder

bardic, performing arts and music
Honorable Lady Elizabeth de Spaldyng Atlantia 1 hour
Wed Jul 30 2:00 PM - 15:00 Performing Arts Rehearsal
Learn to play soprano or tenor recorder and, as needed, basics of hi music reading. Class includes learning exercises and some simple SCA period music. Bring your own recorder and a music stand.

Fairy Songs: Tunes from Across the Veil

harp, fairy songs, faeries, music, persona
Mistress SeigineRuadh Friseal East 1 hour
Tue Aug 5 10:00 AM - 11:00 Touch the Earth Handouts Limit 20 \$1.00
We will listen to a fairy song and talk about the history of fairy songs. Discussion includes how these songs were learned and how they crossed the veil to our modern realm.
I ask that you please bring a harp if possible, and please bring a fairy song to show. However, this is not limited to the harp. It could be a song you sing or played on a different instrument. I encourage participation and conversation.
Adults Only! n/a

Making It Up on the Spot: A Guide to Bardic Improv

Lord Patrokles Athenaios Aethelmearc 1 hour
Sun Aug 3 12:00 PM - 13:00 A&S 9
Have you ever attended a bardic, with nothing prepared, but have an idea for a story to tell? Here's some lessons on starting with an idea, and ending with a pretty good story.

Medieval / Shakespearean Monologue Seminar

bardic performance, performing arts, shakespeare, theater
Bard / Citizen Terence of Branleaf East 1 hour
Fri Aug 1 1:00 PM - 14:00 Performing Arts
Sat Aug 2 1:00 PM - 14:00 Performing Arts
The idea of this seminar is for the participants to be "monologists" for a day, with the goal of some level of group participation in the Bardic "open-mike" performance on Monday of War Week. We will have photocopies of selected dramatic monologues available. We also encourage the participants to bring in copies of pieces that they would like to perform or share with the other participants. We welcome anyone with any level of performing experience, amateurs and "first-timers" welcome. Note that participation in the "open-mike" is strictly voluntary.
The teacher has been to two previous Pennsic Wars. He is an actor / playwright / fiction writer in modern life, with many performances as 'St. George' in Mummies' plays under his belt.

Medieval Fan Fiction

bardic, multiple cultures
Magistra Fiana of Clare Meridies 1 hour
Tue Aug 5 1:00 PM - 14:00 A&S 9
A discussion of how "fan fiction" was produced and used in the Middle Ages, and how we can produce and use it in our Society. Topics will include the definition of fan fiction, its modern and pre-modern history, plus its techniques and authors. Time permitting, we will attempt our own fan fiction.
O u t l i n e f i l e h e r e : https://drive.google.com/file/d/1a1HTbdAsf0IC8i0DIU28OvKln1vwzhc/view?usp=drive_link
S l i d e s f i l e h e r e : https://drive.google.com/file/d/1cxIzFvISBGVf4aqYTL4o5o8WvFbAV81l/view?usp=drive_link

Norse Poetry Overview

bardic, european
Læriðaðir Grim the Skald East 1 hour
Wed Jul 30 12:00 PM - 13:00 A&S 9
Wed Aug 6 1:00 PM - 14:00 A&S 9
Handouts Limit 12
Iambic pentameter got you down? Want to know what exactly a "ring giver" is? Do you want to write a line that ends with "silver"? Are you a fan of Egil Skallagrimson? (Who isn't?) Come on over, and we'll go over the basics of Viking-era poetry. I will go over how Norse poetry alliterates, talk about the types and ways Norse poetry was used, and go over poetic devices such as *kennings*. We'll then go over style and format, and the specific forms Norse poetry takes. Whether you want to try your hand at writing it, or just want a better appreciation of the form, Stop by!

Old Norse Pronunciation

poetry, viking era, sagas
Læriðaðir Grim the Skald East 1 hour
Thu Aug 7 1:00 PM - 14:00 A&S 9
Handouts Limit 12
Do you want to spatter your Viking Era performance with actual quotes from poems or from the sagas? How about read a scroll written for a Norse persona in the original language? Using Dr. Jackson Crawford's reconstruction of medieval Icelandic Pronunciation, we will go over how to plausibly pronounce the poems and sagas, at least as a 12th-C Icelander might. We'll look at how the letters sound, diphthongs, stresses, and rules for when letters change their pronunciation. There will be plenty of text to read as well, so we can practice!

Raunch and Romance - CCt

bardic, multiple cultures, courtesan, courtesan college, courtesans, poetry, sexuality, erotica
Baronessa Ginevra Fiammetta di Silvestri Atlantia 2 hours
Thu Jul 31 7:00 PM - 21:00 Courtesan College - B03
Take turns reading period and Scadian romantic and erotic poetry. Bring your sauciest stanzas, your lustiest limericks, and your most amorous alliteration! We will provide some options to pick from, or feel free to bring your own! **18+ only.**
Adults Only! Adult material

Runestone Bardic Circle

bardic, bard, bardic performance, newcomers
Éadaoin Ruadh Aethelmearc 2.5 hours
Sun Aug 3 2:00 PM - 16:30 Runestone
Come one, come all, to hear story, song, poem, tune, and jokes from all over the Knowne World! Gather beneath the shade of the great trees of Runestone Hill, bring a quiet craft and listen, or perform to your heart's content. Will we make you laugh until you have to run to the port-a-castle? Will you need to borrow a friend's tunic to cry in to? Only one way to find out.

Storytelling Academy

storytelling, bardic, bard
Gabrielle d'Auvergne Aethelmearc 1 hour
Wed Jul 30 10:00 AM - 11:00 Minerva's Spindle
Thu Jul 31 10:00 AM - 11:00 Minerva's Spindle
Fri Aug 1 10:00 AM - 11:00 Minerva's Spindle
Sat Aug 2 10:00 AM - 11:00 Minerva's Spindle
Sun Aug 3 10:00 AM - 11:00 Minerva's Spindle
Mon Aug 4 10:00 AM - 11:00 Minerva's Spindle
Tue Aug 5 10:00 AM - 11:00 Minerva's Spindle
Wed Aug 6 10:00 AM - 11:00 Minerva's Spindle
Thu Aug 7 10:00 AM - 11:00 Minerva's Spindle
It is not necessary to attend all classes, but they are cumulative and will not be repeated. The instructor will try to recap each lesson. The Academy covers the tools of the storytellers, varied forms of story, story sources, audience management, and more. This class is designed for beginners and intermediate storytellers. Coaching and practice time included.

Taberna Diana

bardic performance, bardic
Lady Diana of Viroconium Atlantia 1.5 hours
Thu Aug 7 8:00 PM - 21:30 Performing Arts
The Taberna Diana is a culinary bardic experience.

Come join us for food and drink created by Diana of Viroconium (the new apprentice of Master Gaelan). If you are interested in performing during the Taberna, please let Diana know. The Taberna Diana strives to recreate the feel of a medieval tavern.

Telling Stories as Your Persona

storytelling, multiple cultures
Master Cariadoc West 1 hour
Thu Jul 31 1:00 PM - 14:00 A&S 9
Mon Aug 4 2:00 PM - 15:00 A&S 9
How to tell stories in a way that creates the illusion of a period story being told to a period audience, along with a discussion of sources.

Why Poets Should Use the English Style

bardic, european, in persona
Magistra Fiana of Clare Meridies 1 hour
Thu Jul 31 12:00 PM - 13:00 A&S 1
Learn why the poetry of English elegies and epics is superior for composition in our common tongue, and works better for poetry in the common tongue than the techniques of other tongues. We will learn the elements and techniques of the English elegies and epics, and possibly speak of the saints' lives and riddles as well. [Old English / Anglo-Saxon]
H a n d o u t h e r e : https://docs.google.com/document/d/1qOfYhAtjDa49TP0wmbawaRe1jhFLklP/edit?usp=drive_link&oid=118235329486693091218&tpof=true&sd=true

PERFORMING ARTS: COMMEDIA

Commedia Pastorale : Fantasy in Period Theatre
commedia, commedia dell'arte, theater, theatre, performing arts, masks, improv, improvisation, 16th-century italian, italy, renaissance
TH Niccolò Bartolazzi Midrealm 1 hour
Fri Aug 1 3:00 PM - 16:00 Amphitheater
Mon Aug 4 3:00 PM - 16:00 Amphitheater
Magicians, nymphs, monsters! Come to the magical island of Arcadia to learn about the *commedia pastorale* where elements of traditional semi-improvisational *commedia dell'arte* mix with theatrical enchantment! Period fantasy on stage in the Italian Renaissance!

Commedia Character Workshop

commedia dell'arte, 16th-century italian
Baroness Cael O'Conaill Gleann Abhann 1 hour
Sun Aug 3 1:00 PM - 14:00 Amphitheater
Come learn the characters of *commedia* and how they walk, talk, and interact!

Kygen : Small Troupe Comic Improv Theatre
theater, theatre, commedia, comedy, acting, improvisation, scripting, far eastern, asiatic history, japan, beginners, all are welcome
Solveig Þrándardóttir Aethelmearc 2 hours
Thu Jul 31 2:00 PM - 16:00 Clan Yama Kaminari (E03)
Handouts Limit 20 \$1.00

Commedia before *commedia* Workshop. Try out small troupe medieval Japanese improvisational comic theatre. If you like over-the-top improvisational comic acting, then *kygen* is for you! Ridicule the powerful. Expose human foibles and social problems. Stock characters with minimal sets and props perform burlesque, farce, satire, and slapstick comedy. Learn about stock characters, theatrical devices, common themes, rhythmic structure, comic theory, and more!
Kygen is an accessible and easy-to-stage genre of Japanese theatre. *Kygen* dates to at least the fourteenth century and is a living theatre today. *Kygen* frequently lampooned the powerful people who sat in the audience. Learn about stage geography, stock characters, scripting, types of plays, acting conventions, and more. Discover *kygen* with as few as two speaking roles and plays lasting from ten minutes to an hour. Learn about Japanese theatrical devices, common themes, rhythmic structure, comic theory, and more! Handout includes an expanded guide to attested plays.

Lazzi : Historical and New

commedia dellarte, lazzi
Master Anton of Winteroak East 1 hour
Sat Aug 2 1:00 PM - 14:00 Amphitheater

What *laZZi* did they perform in the 1500s? What did they do during those *laZZi* ? Can you invent your own *laZZi* ? The answers to these questions are important to anyone performing *commedia dell'arte* , and so they will be answered in this hands-on class. The answer to that third question is yes , and we will be doing exactly that in a fun and instructive way. Before the hands-on part, we will explore historic context and what is known from extant books and manuscripts from the period in a short lecture with Q and A. For those who attended last year, please return; we will be looking at a different set of *laZZi* this year, starting with *The Lazzo of the Shirt* .

Historic Scenarios: The Big Project

commedia dellarte, scenarios, manuscripts, historic plays, theater, research
Master Anton of Winteroak East 1 hour
Mon Aug 4 1:00 PM - 14:00 A&S 9
Are you interested in being part of one of those glorious projects that makes the SCA valuable to the rest of the world including Academia? Do you like plays, acting, and especially *commedia dell'arte* ? During non-Pennsic time, are you sometimes free on Monday or Tuesday evenings for Zoom sessions with like-minded people? A group of us are exploring *commedia dell'arte* scenarios that were written in the 1500s. Different parts of the project are transcribing them from the original (usually) Italian, translating them into English, and then play-testing them to see what is missing from each play. There are about 400 such plays from that period known to us, of which about 70 had previously been translated into English. Of the rest, about 170 have never been transcribed. The Big Project is to make them all available in a playable form in English, doing about 45 plays per year. This autumn, the acting team will be going through more of the scenarios in the *Corsiniana* collection. While this is happening, the paleography team will organize and get started transcribing the plays in the *Locatelli* collection. In this class, we will look at what is known, what resources we have, and exchange contact information with those interested in working with us.

Iron Commedia

commedia dellarte
Baroness Cael O'Conaill Gleann Abhann 3 hours
Wed Aug 6 3:00 PM - 18:00 Amphitheater
Join us for another year of Iron *Commedia* ! Together, we'll learn the basics of *Commedia dell'arte* , cast, write, and rehearse a show, to be performed the same day!

Speed Introduction to Commedia

commedia, european, beginner
Dame Sophia the Orange Atlantia 1 hour
Sat Aug 2 1:00 PM - 14:00 Battlefield Loud
An introductory-level class covering basic history of *commedia dell' arte* , the 16th-century Italian improvisational comic theater, and its stock characters with opportunities to play short scenes to try them out. We will play some theater improv games, so all students will participate! We'll also cover how to make *commedia* happen in the modern SCA. Instructors are from the troupe *Commedia All Stars*.

Youth Commedia dell'Arte

youth, commedia dellarte, 16th-century italian
Baroness Cael O'Conaill Gleann Abhann 1 hour
Sun Aug 3 9:00 AM - 10:00 Amphitheater
Mon Aug 4 9:00 AM - 10:00 Amphitheater
Tue Aug 5 9:00 AM - 10:00 Amphitheater
Wed Aug 6 9:00 AM - 10:00 Amphitheater
Thu Aug 7 9:00 AM - 10:00 Amphitheater
Fri Aug 8 9:00 AM - 10:00 Amphitheater
Come learn the world of *commedia dell'arte* ! Classes daily until performance at the end of the week. *For ages 12-17*.

PERFORMING ARTS:

MUSIC

Chorulus Pennsicus Auditions for Pennsic 53
vocal music, european
THL Siri Toivosdotter Midrealm 1 hour
Sun Aug 3 2:00 PM - 15:00 Performing Arts Rehearsal
Open auditions for anyone interested in auditioning for the select choir, *Chorulus Pennsicus* at Pennsic 52 (2025) for Pennsic 53 (2026), directed by THL Siri Toivosdotter. Previous choral singing experience is expected. Those who audition will need to sing a short piece that demonstrates their vocal abilities, and perform a short sight-reading exercise.

Chorulus Pennsicus Rehearsals
rehearsal, european
THL Siri Toivosdotter Midrealm 1.5 hours
Sat Aug 2 4:00 PM - 17:30 Camp Lochmere: N18
Sun Aug 3 4:00 PM - 17:30 Camp Lochmere: N18
Mon Aug 4 4:00 PM - 17:30 Camp Lochmere: N18
Tue Aug 5 4:00 PM - 17:30 Camp Lochmere: N18
Wed Aug 6 4:00 PM - 17:30 Camp Lochmere: N18
Rehearsals for *Chorulus Pennsicus* Pennsic 52, 2025. Audition-only, pre-selected choir. Rehearsals are in Camp Lochmere, N-18. **NOTE:** Audition time/date for *Chorulus Pennsicus* at Pennsic 53 (2026), can be found in Thing. See the web site knownworldchoirs.org for more details.

Janissary Band

janissary, mehter, marching band, ottoman
Master Osman Atlantia 2 hours
Thu Jul 31 10:00 AM - 12:00 Battlefield Loud
Fri Aug 1 10:00 AM - 12:00 Battlefield Loud
Sat Aug 2 10:00 AM - 12:00 Battlefield Loud
Sun Aug 3 10:00 AM - 12:00 Battlefield Loud
Students will learn the uniforms, songs, and marches of the Ottoman *Janissary* marching band.

16th-Century Arbeau Historical Field Drum Class
instrumental music, european, percussion, 16thc, 16th century
Master Albrecht Catsprey Ansteorra 1 hour
Mon Aug 4 11:00 AM - 12:00 Battlefield Loud
Class for drummers who own and play historical field drum. (This is the rope tension drum with two sticks.) Also welcome are *tupan* (aka *davul*, *tapan*, *atabal* , or *tabl*) with two drum sticks and frame drums with a drum stick. No *durbekes/dumbeks/jimbess* , please. The class will study the only historical manuscript instructions on both military and dance rhythms. Possible coordination to support one of the field battles as a historical drum corps. **College level percussion experience highly recommended.**
Adults Only! Must have at least some college level music experience.

Beginner Middle Eastern Drumming, Part 1: Basics
instrumental music, middle eastern, drumming, beginner
Lord Jonathan Bowman Atlantia 1 hour
Sat Aug 2 10:00 AM - 11:00 Middle Eastern
Sun Aug 3 10:00 AM - 11:00 Middle Eastern
Mon Aug 4 10:00 AM - 11:00 Middle Eastern
This is a beginner's class for dumbek and frame drums. Learn to hold and hit the drum. Popular rhythms will be explained, then played together. This is the perfect class for first-timers of all ages. **You must bring your own drum.**

Beginner Middle Eastern Drumming, Part 2: Fills
middle eastern, instrumental music, drumming, beginner
Lord Jonathan Bowman Atlantia 1 hour
Sat Aug 2 11:00 AM - 12:00 Middle Eastern
Sun Aug 3 11:00 AM - 12:00 Middle Eastern
Mon Aug 4 11:00 AM - 12:00 Middle Eastern
This is Part 2 of the beginners' series for Middle Eastern drumming. Enhance your play with fills and rolls. These techniques are easier than you might think. **Bring your**

own drum.

Beginner/intermediate Dumbek
instrumental music, middle eastern, dumbek, drumming
Lord Carmine East 1 hour
Sat Aug 2 10:30 AM - 11:30 Touch the Earth
You know a bunch of rhythms...now what? Let's get "Beyond *Baladi* ". You will learn practical rhythm combinations useful for playing songs and making your drum circle more fun. You will also learn how to add fills and embellishments to make your playing more interesting. This workshop is perfect for anyone who already knows the basic hits and rhythms.

Children's Choir
vocal music, european, children
Pia Maletesta d'Rimini East 1 hour
Thu Jul 31 12:00 PM - 13:00 Performing Arts Rehearsal
Fri Aug 1 12:00 PM - 13:00 Performing Arts Rehearsal
Sat Aug 2 12:00 PM - 13:00 Performing Arts Rehearsal
Sun Aug 3 12:00 PM - 13:00 Performing Arts Rehearsal
Mon Aug 4 12:00 PM - 13:00 Performing Arts Rehearsal
Tue Aug 5 12:00 PM - 13:00 Performing Arts Rehearsal
Wed Aug 6 12:00 PM - 13:00 Performing Arts Rehearsal
Thu Aug 7 12:00 PM - 13:00 Performing Arts Rehearsal

For children 13 and younger. Sing music in a period style. Meets daily. Performance on Thursday of War Week! Responsible adult needs to be within reach for the younger ones. Bring a folder to hold music. We will teach rounds, songs and melodies from the medieval to Renaissance. Session will be 45 minutes. Dress rehearsal in PA tent on Thursday with a performance at 6 pm.

Come Play With Us: Gabrielli
16th century music, italian music, instrumental music
Mistress Rebecca da Firenze West 1 hour
Thu Jul 31 4:00 PM - 17:00 Performing Arts Rehearsal
Come play through some of the works of Andrea Gabrielli with us! Bring an instrument, plus stand if you have one. All skill levels and ages are welcome, but while this is gorgeous music it is not easy, so gauge whether this sounds fun to you accordingly (but if it does, come even if you can't hold a line; more people to have fun with is better!)
Andrea Gabrielli was a mid-sixteenth-century composer who did a lot of church music, including some stunningly beautiful anthems for particular occasions; *Maria Magdalena* may be the best known one. I'm a great fan of that piece, and I'd like him to be better known!

Come Play With Us: In Nomines
instrumental music, european
Mistress Rebecca da Firenze West 1 hour
Wed Jul 30 4:00 PM - 17:00 Performing Arts Rehearsal
In Nomines are instrumental pieces for players of uneven skill, consisting of several fantasia lines and one *cantus firmus* , from the late 16th century. We will play several. Bring your instrument and music stand if you have one. All ages welcome, all skill levels welcome. Being welcoming to the new musician, or experienced musician who just picked up a new instrument, is precisely the point of *In Nomines* !

Come Play With Us: Odhecaton
instrumental music, european
Mistress Rebecca da Firenze West 1 hour
Wed Jul 30 3:00 PM - 16:00 Performing Arts Rehearsal
The *Odhecaton* is the first printed book of music from 1501, and covers more or less the top hits of the previous 50 years, making it a wonderful sampler of mid- to late-15th-century music. It has a mix of more and less complicated pieces. We'll play through some

favorites, picking based on who we get, so don't worry about coming if you're not as experienced. Bring an instrument and stand if you have one. All ages welcome.

Exploring English Composer Anthony Holborne

16th, 16th century music, 16th-century english, dance music, instrumental music

THL Jolicia atte Northclyfe Midrealm 1 hour

Tue Jul 29 9:00 AM - 10:00 Battlefield

Loud

Handouts Limit 10 \$1.00

English composer Anthony Holborne is remembered for his 1599 collection of dance tunes, which is the largest extant source of instrumental music by a single composer from this period. We'll discuss Holborne's life and work and then play some of his most popular pieces. Period and non-period instruments, as well as listeners, are welcome! Sheet music will be provided. \$1 fee for photocopying.

Folk Songs in England

historical music, performance, bardic, european, vocal music

Pia Maletesta d'Rimini East 1 hour

Wed Jul 30 11:00 AM - 12:00 A&S 9

Lecture and participation on a brief history of folk songs. We will look at examples and review the influences in form and lyrics. Look at the language style and musical form. There will be time to sing a few and look over the melody form.

Frame Drumming 101

instrumental music, middle eastern

Tommaso Franceschi Midrealm 1 hour

Thu Jul 31 11:00 AM - 12:00 Middle Eastern

Tue Aug 5 11:00 AM - 12:00 Middle Eastern

Tar, bendir, lag-na, Patayani thappu ... Frame drums are built and played every where/when we study. We'll introduce some of the more common varieties of hand drums as well as their fundamental techniques. Some discussion of stick-played drums is included, but this is not the emphasis. *Bodhrans* are allowed but not recommended. A limited number of loaner drums will be available.

Gathering of the Louds

instrumental music, european

Mistress Deonna von Aachen East 1.5 hours

Sun Aug 3 12:00 PM - 13:30 Battlefield

Loud

Wed Aug 6 11:00 AM - 12:30 Battlefield

Loud

Shawms, sackbutts and curtals, oh my. Players of loud Renaissance instruments gather just for fun to play different styles of music at each session such as *intradass* and other instrumental processions as well as polychoral music. Not sure what these instruments are? Come listen. Do you play recorder and want to play something with more volume? Some instruments (with new reeds) may be available to try, but this is not a class for beginners. A reading knowledge of music is necessary. Bring a music stand and clothespins.

Guitars Are Awesome

#guitar, #music, #chords

THL Dunstan Bramblette Midrealm 1 hour

Thu Jul 31 11:00 AM - 12:00 House Raeburn : N16

Wed Aug 6 11:00 AM - 12:00 House Raeburn : N16

Do you feel there are not enough opportunities to use your guitar at Pennsic? **Me too.** I figured I'd teach a couple of hours at it. All levels welcome! You can learn some new chords, some bends, some slides, easy picking. How to bar. Anything we can pack into an hour. We will do at least one song from start to finish. Students drive this. If your question is guitar-related, and one or more of us know the answer, expect to get 15 different answers to your question. Pick which answer works for you!

Harp for Absolute Beginners I

instrumental music, european

Mistress Rebecca da Firenze West 1 hour

Tue Jul 29 10:00 AM - 11:00 Duprey Creations

Merchant Booth

Thu Jul 31 10:00 AM - 11:00 Duprey Creations

Merchant Booth

A very basic introduction to the fundamentals of modern harp, that is to say **hand position!** Learn how not to injure yourself playing! Please bring a harp if you have one, and a chair if you need one; we will be holding the class at Dupoy Creations and can borrow their harps and chairs, but they only have so many and I don't know how many students will attend.

We will review hand position, go over a few basic exercises to practice with, and I will provide handouts with a simple tune to practice. Ability to either read music or memorize is a definite plus, but anyone's welcome to show up, and I'll teach you what I can. All ages emphatically welcomed. This is the first in a sequence of two classes.

Class is aimed at nylon-strung harps; wire-strung are welcome but I can't teach wire-strung style (which is different), though I will try to point you at people who can.

Harp for Absolute Beginners II

instrumental music, european

Mistress Rebecca da Firenze West 1 hour

Fri Aug 1 10:00 AM - 11:00 Duprey Creations

Merchant Booth

A very basic introduction to the fundamentals of modern harp. This class will address using both hands at once. Please bring a harp if you have one and a chair if you need one. We will be holding the class at Dupoy Creations and can borrow their harps and chairs, but they only have so many and I don't know how many students will attend. We will review hand position and work on finger independence, going over a few basic exercises to practice with, and I will provide handouts with a simple tune to practice. Ability to either read music or memorize a definite plus, but anyone's welcome to show up, and I'll teach you what I can. All ages emphatically welcomed. This is the second in a sequence of two classes. Class is aimed at nylon-strung harps. Wire-strung are welcome but I can't teach wire-strung style, though I will try to point you at people who can.

Harping on Harps

harp, historical music, instrument, lecture

THN Nadbroic inigena Druisten Northshield 1 hour

Wed Jul 30 10:00 AM - 11:00 Duprey Creations

Merchant Booth

Wed Aug 6 10:00 AM - 11:00 Duprey Creations

Merchant Booth

Handouts Limit 1

A brief introduction to the various types of harp that were played in the British Isles -- England, Scotland, Wales, and Ireland -- during the medieval time period. I will cover the differences between these harps and those that were commonly played on the Continent, go into what makes them unique, and discuss the folk harp revival of the modern era and where these harps fit in. This is primarily a lecture-type class, with a printed handout which includes color plates and resources for finding out more about these wonderful instruments!

Here. Play This. Now.

instrumental music, european

THL Siri Toivosdotter Midrealm 1 hour

Wed Jul 30 11:30 AM - 12:30 Performing Arts

Rehearsal

Handouts Limit 30 \$1.00

Sight-reading class for recorders or other C and F instruments. Bring a music stand or use one of our loaners. Safe space for honing your sight-reading skills.

How to Play a Drum Solo for a Dancer

middle eastern, drumming

Lord Carmine East 1 hour

Mon Aug 4 10:30 AM - 11:30 Touch the Earth

The drum solo is the climax of any belly dance show. This is a great time for the dancer and drummer to

improvise and communicate.

In this workshop, you will learn how to build your own solos and improvising techniques. You will also learn what the dancer is expecting from you and how to play something interesting and exciting for them. This workshop is perfect for drummers who know the basics. This workshop is also great for dancers to sit in for to learn about the drum solo from the drummer's perspective.

Instrumental Music in 15th-Century Florence

instrumental music, european, 15th century, 15th-century

Lady Barbara Santangelo da Vignola Atenveldt 1 hour

Thu Aug 7 1:00 PM - 14:00 Performing Arts

Rehearsal

Handouts Limit 20 \$2.00

A survey and discussion of the musical culture that led to the instrumental music in a 15th-century *chansonier* from Florence. A discussion of sources and composers. For a copy of the paper, \$10.

Intro to Split Finger Drumming

drum, drumming, doumbek, dumbek, turkish, intermediate, technique

Connor Atlantia 1 hour

Mon Aug 4 3:00 PM - 16:00 Touch the Earth

An introduction to the Turkish split finger technique for *darbuka/doumbek*. This is an intermediate class geared towards musicians who want to take their drumming to the next level. **BYOD** (bring your own drum) or borrow one.

Intro to West African Hand Drumming

drum, drumming, drums, music

Erin East 1 hour

Fri Aug 1 4:00 PM - 17:00 Performing Arts Rehearsal

Learn the basics of drumming and be introduced to the concept of "layering" beats to create some of the distinct polyrhythmic patterns and interlocking rhythms of West African drumming. Come share in a tradition deeply rooted in storytelling, ritual, and community celebration. This class is great for *djembes*! Please bring a drum and a chair! Cowbells, shakers, and other drums are welcome to follow along. (Please note: this class is held in a private camp, so all minors must be accompanied by a parent or court-appointed guardian.)

Irish Frame Drum: Introduction to the *Bodhrán*

instrumental music, european

The Honorable L Liadan Liathán Midrealm 2 hours

Sat Aug 2 2:00 PM - 16:00 University Battlefield

The acclaimed *bodhránista* from Three Weird Sisters teaches how to choose and care for the *bodhrán*: what makes a good tipper; tune and set structure; how to identify and play jig, reel, hornpipe, slip jig, polka rhythms; session etiquette; *bodhrán* jokes. Learn secret arcane hand gestures to amaze and stun your listeners. Demonstration of how to adapt *bodhrán* drumming to period music. Bring a *bodhrán* if you have one. A few loaner drums will be available. Teens and older welcomed.

Known World Brass Choir

instrumental music, european

Sir Mieczko the Swift Midrealm 1.5 hours

Fri Aug 1 1:00 PM - 14:30 Battlefield

Loud

Sat Aug 2 2:00 PM - 15:30 Performing Arts Rehearsal

Mon Aug 4 12:00 PM - 13:30 Battlefield

Loud

Handouts Limit 20 \$2.00

Works from Renaissance composers played on brass instruments!

Bring your cornetto, your sackbut, *lysarden*, serpent or other brass instruments. Modern trombones and trumpets are ok, if that is what you have.

Bring a chair, a stand (a few loaners may be available), some paper clips, and a pencil! This year we intend to prepare a performance for the European Music Expo. There is a Facebook Group for info, and access to the music in advance (print your own and bring it). It is titled "Known World Brass Choir."

Known World Recorder Ensemble

European, recorders
 THL Siri Toivosdotter Midrealm 1.5 hours
 Sun Aug 3 3:00 PM - 16:30 Performing Arts
 Rehearsal
 Mon Aug 4 3:00 PM - 16:30 Performing Arts
 Rehearsal
 Tue Aug 5 3:00 PM - 16:30 Performing Arts
 Rehearsal
 Wed Aug 6 3:00 PM - 16:30 Performing Arts
 Rehearsal
 Handouts Limit 20 \$2.00

Recorder players of intermediate and above abilities are invited to participate in this ensemble. Join us in having fun and making music together! We will meet for four rehearsals: Sunday - Wednesday in the PARC; Concert, 6 pm; Thursday of War Week in the PA Tent. **Age limit: 12 and up.**

A limited number of soprano and alto recorders are available for loan. If you play more than one instrument, bring them all. Please bring a music stand if you have one; loaners available. Bring a 1/2" black binder. Sheet music (intermediate to advanced) will be provided. \$2 for music packet, or free PDFs can be found on the Facebook group: Known World Recorder Ensemble. Email the instructor: The Honorable Lady Siri Toivosdotter (JoniSyngs@gmail.com).

Late Period Rounds

vocal music, European
 Mistress Elizabeth of Dendermonde West 1 hour
 Fri Aug 1 3:00 PM - 16:00 Performing Arts Rehearsal
 Come help sing through (or listen to) some late period rounds.

Middle Eastern Hafila!

instrumental music, middle eastern
 Ziggy Atlantia 3 hours
 Mon Aug 4 7:00 PM - 22:00 Middle Eastern
 Live music and dance! Please come to the Middle Eastern tent for playing music and dancing to said music! All instruments, and musicians attached to them, are invited. All dancers of any age, gender, and experience are welcome!

Middle Eastern Melody and Drumming

middle east, middle eastern
 Samir Atlantia 1 hour
 Mon Aug 4 3:00 PM - 16:00 Middle Eastern
 Tue Aug 5 3:00 PM - 16:00 Middle Eastern
 Wed Aug 6 3:00 PM - 16:00 Middle Eastern
 The following Middle Eastern melody and drumming classes will focus on learning both the main melody and the bass melody for a variety of folk songs from the Middle East. Bring your favorite melody instrument or a drum or both if you are so inclined. Basic instruction for learning the rhythms will be provided for each of the melodies. A limited number of handouts including historical notes, drumming notations, melody notations, and sheet music will be available on a first-come basis. A Google docs copy of the handouts and MP3 files of the songs can be obtained by sending an email request to briansbeaman@gmail.com.

Song Name	Rhythm	Origin	Class Date
Reghan	Ayoub	Azerbaijani	8/4/2025
Karagouna	Ayoub	Greek	8/4/2025
Ajde Jan	7/8 DkkDkTk	Serbian	8/5/2025
Jovano	Jovanke	7/8 DkkDkTk	Macedonian
8/5/2025			
Koylu Guzelli	Saidi	Turkish	8/6/2025
Mariovska	Malfuf/Maqsum	Macedonian	
8/6/2025			

Modern Music for the Medievally Minded

instrumental music, European, vocal music, music theory, beginners
 Pia Maletesta d'Rimini East 1.5 hours
 Wed Jul 30 9:30 AM - 11:00 A&S 9
 Do you play music by ear or jam with others but wish you had a grasp on reading modern notation? Come learn basics or review music theory. Will touch on scales, circle of 5ths, modes, how to find improvisational tonal points, clefs and other basic fundamentals of music and how they relate to what **you** do medievally in

music. Think Theory 101 with charts and graphs.

Moving Your Harp Technique to the Next Level

harp, instrumental music, performing arts and music
 Countess Aria de Chatillon Outlands 1 hour
 Fri Aug 1 1:00 PM - 14:00 Touch the Earth
 Tue Aug 5 2:00 PM - 15:00 Touch the Earth
 Handouts Limit 10
 Materials Limit 10
 Fretting about crossovers? Can't figure out exactly what they mean by "elbows up?" Frustrated and videos aren't helping? Chances are that a minute change in technique can create the "ah-ha" moment you need! This is going to be a free-form class based on the needs of the participants. We'll work on basic body efficiency and principles of harp technique. Bring your harp; we'll meet you where you are, and you'll learn a lot! A few harps may be available to borrow for class.

Aria has been a pedal and lever harpist for nearly 50 years, with degrees in pedagogy and a focus on technique that works with the body for maximum performance and efficiency.

Music to Pass the Time

vocal music, European
 Mistress Deonna von Aachen East 1 hour
 Thu Jul 31 1:00 PM - 14:00 Performing Arts
 Rehearsal
 Handouts Limit 15 \$5.00

Did you ever find time at an event where there just wasn't anything to do while you waited for the feast to be served or court was running late? What could be better than to break into song? Here is a collection of part songs that are easy and fun to sing. Music will be available.

No, It's Not a Tiny Guitar: The Cithole and You

instrumental music, music, performing arts and music, 12thc, 13thc, 14thc
 THL Adelisa Salernitana East 1 hour
 Mon Aug 4 12:00 PM - 13:00 A&S 9
 Tue Aug 5 12:00 PM - 13:00 A&S 9
 Can't afford a lute? Do barre chords hurt your hands? Is your persona before 1500 CE and you've always wanted to be more musically "in tune" with your portrayal? Can a ukelele be made more "period"?

In session 1, I'll try to answer these questions and many more as I tell you the wonders of the medieval chordophone known as the *cithole*. I'll talk about when and where they were popular, a bit about their theorized tunings, and what kind of repertoire can be played on them. There might also be a tiny bit about reading period manuscripts, but there will also be a list of musical sources in modern notation for you to track down and have fun with.

Session 2 will be more hands-on. If you play a guitar, bring it, and we can put it into DADGAD; if you have a ukelele, you can tune it to Dada or Gdgd. Bring picks you are comfortable playing with. There may be an instrument or two to borrow on a first-come, first-served basis. We'll tackle a few songs together as time allows, and I'll demonstrate picking techniques.

Ottoman Marching Music

mehter, ottoman, janissary
 Master Osman Atlantia 2 hours
 Mon Jul 28 10:00 AM - 12:00 Battlefield
 Loud
 Tue Jul 29 10:00 AM - 12:00 Battlefield
 Loud
 Wed Jul 30 10:00 AM - 12:00 Battlefield
 Loud

Music of the Pennsic *Janissary* Band will be examined, taught, and rehearsed, including *Ceddin Deden*, *Genc Osman*, *Hucum March* and *Demedim Mi*.

Owain Phylfe's Music: Songs that Inspired Him, Pt 2

vocal music, European, bardic
 THL Siri Toivosdotter Midrealm 1.5 hours
 Tue Jul 29 11:30 AM - 13:00 Performing Arts
 Rehearsal
 Handouts Limit 30 \$1.00

Owain Phylfe was a well-known Pennsic performer, and he roamed the country entertaining at many Renaissance Festivals. He would find medieval and

Renaissance songs and make them his own. We will discover the originals (as best we can find them) that inspired his performances. We will listen to some recordings and sight read some of the songs. Bring your voice and/or instruments and your mug for toasting! All these songs are new to this class series.

Pennsic Youth Choir

youth, choir, vocal music, performing arts and music
 Mistress Arianna of Wynthrope Aethelmearc 1 hour
 Sat Aug 2 1:00 PM - 14:00 Performing Arts Rehearsal
 Sun Aug 3 1:00 PM - 14:00 Performing Arts
 Rehearsal
 Mon Aug 4 1:00 PM - 14:00 Performing Arts
 Rehearsal
 Tue Aug 5 1:00 PM - 14:00 Performing Arts
 Rehearsal
 Wed Aug 6 1:00 PM - 14:00 Performing Arts
 Rehearsal

Youth Choir is open to all youth ages 12-19 who enjoy choral singing. No audition is required; we're here to have fun! We will participate in a dress rehearsal/recording session on Thursday, Aug. 8, at noon, and perform that evening at 6:30 pm, as part of the Pennsic Choirs Concert.

Due to Pennsic requirements, youth under age 14 must have a parent or accountable adult or older teen with them at rehearsals. The Director cannot assume that responsibility.

Period Drinking Songs

vocal music, European
 Meisterin Rosina von Schaffhausen East 2 hours
 Tue Aug 5 3:00 PM - 17:00 Bog U
 Handouts Limit 25

Learn to sing a variety of period songs about consuming alcoholic beverages from across Europe. The songs vary in difficulty from easy unison and rounds to harmony with up to four parts, so anyone can participate. Music will be available to take with you. If you have heard of the Pennsic Drinking and Singing Walk or the *Hymni Bacchi*, this is the music we sing. This class might take place in a tent without chairs, so please consider bringing your own. **18+. Parents or guardians attend with their youth under 18.**

Adults Only! We will be singing songs about alcohol, I would prefer that parents or guardians attend with their youth under 18.

Period Drinking Songs

vocal music, European
 Meisterin Rosina von Schaffhausen East 2 hours
 Sat Aug 2 12:00 PM - 14:00 A&S 9
 Mon Aug 4 4:00 PM - 18:00 Battlefield
 Loud

Handouts Limit 25
 Learn to sing a variety of period songs about consuming alcoholic beverages from across Europe. The songs vary in difficulty from easy unison and rounds to harmony with up to four parts, so anyone can participate. Music will be available to take with you. If you have heard of the Pennsic Drinking and Singing Walk or the *Hymni Bacchi*, this is the music we sing. This class might take place in a tent without chairs, so please consider bringing your own. **18+. Parents or guardians attend with their youth under 18.**

Adults Only! We will be singing songs about alcohol, I would prefer that parents or guardians attend with their youth under 18.

Playing 15th-Century Florentine Instrumental Music

instrumental music, European, 15th century, 15th-century
 Lady Barbara Santangelo da Vignola Atenveldt 2 hours
 Thu Aug 7 2:00 PM - 16:00 Performing Arts
 Rehearsal
 Handouts Limit 15 \$3.00

Let's read some music from the 15th-century Florentine *Chansonnier*. Intermediate to advanced instrumental skills needed. Wind or string instruments are best suited to this, but not limited to these. Please bring your own instrument and stand.

Post-Apocalypse: The Walking Dum

instrumental music, middle eastern

Ziggy Atlantia 1.5 hours

Sat Aug 2 12:30 PM - 14:00 Touch the Earth

Sun Aug 3 12:30 PM - 14:00 Touch the Earth

Mon Aug 4 12:30 PM - 14:00 Touch the Earth

Tue Aug 5 12:30 PM - 14:00 Touch the Earth

This is a beginner/intermediate/pre-advanced drumming class. Rhythm exercises will strengthen both right and left hands with different accents. Learn different rhythms and patterns beyond the basic 2, 4, and 8 counts. **Bring your own drum.**

Pre-16th-Century Musical Modal Improvisation

instrumental music, multiple cultures

Master Albrecht Catsprey Ansteorra 1.5 hours

Tue Jul 29 1:00 PM - 14:30 Cafe Merhaba

Thu Jul 31 2:00 PM - 15:30 Cafe Merhaba

Fri Aug 1 1:00 PM - 14:30 Cafe Merhaba

This musician class for acoustic instruments to learn medieval modal improvisation will teach the student to create melodies on the spot for both free form and structured rhythmic forms. Students are required to be very familiar with their instruments. Reading music is not required but really helps, especially your major and natural minor scales. **College level.**

Adults Only! College level musical knowledge is highly recommended.

Recorder Jam with Siri! Part 1

instrumental music, european

THL Siri Toivossdotter Midrealm 1.5 hours

Mon Jul 28 2:30 PM - 16:00 Performing Arts

Rehearsal

Handouts Limit 30 \$1.00

Play recorders with others in a group setting and read through Renaissance literature. In a 1.5-hour session, we will focus on beginner/easy sequential drills. Bring a music stand (some loaners available) and your instrument or use a loaner (Soprano, Alto, Tenor or Bass). You might wish to try a different instrument. New (Harmony brand) soprano recorders will be available for \$4. Youth welcome!

Renaissance Music Mixed Consort Play Session

instrumental music, music

Nicholas Trent Atlantia 1.5 hours

Fri Aug 1 1:30 PM - 15:00 Performing Arts

Mon Aug 4 4:30 PM - 18:00 Performing Arts

Rehearsal

Handouts Limit 12

Join us to play a variety of music from the Renaissance. Viols, recorders, lutes and percussion are all welcome as well as other period instruments. Bring a stand. Participants should be comfortable reading multi-part music which will be provided.

Tuning and Temperament in 14-16th Century Europe

harp, instrumental music, performing arts and music

Countess Aria de Chatillon Outlands 1 hour

Thu Aug 7 1:00 PM - 14:00 Touch the Earth

Handouts Limit 10

Materials Limit 10

Are you still playing in equal temperament? Did you get stuck at Pythagoras and aren't sure where to go from there? This class will focus on harp but can be used with any instrument that is tuned. We'll discuss the difference between tuning and temperament and explore the options available to us while seeking a more authentic sound. A little knowledge of theory helps, but if you want to learn, we'll meet you where you are. Here's a chance to make your sound more authentic and learn about how early musicians moved the needle from hexachord to equal temperament!

Uke Can Do Even More: Ukulele Beginners Class 2

Baroness Hugoline the Delicate East 1 hour

Tue Aug 5 3:00 PM - 16:00 Teen University

Handouts Limit 20

Are you feeling confident with the C, F, G, and Am (A minor) chords? Are you ready to learn some new ones? This class is designed for beginner ukulele players. Come learn some new chords and some new songs!

This Teen U. class is open to beginner ukulele players of all ages.

Uke Can Do It! Beginner Ukulele Class

bardic, european

Baroness Hugoline the Delicate East 1 hour

Thu Jul 31 11:00 AM - 12:00 Teen University

Mon Aug 4 3:00 PM - 16:00 Teen University

Handouts Limit 20

This class is designed for beginner ukulele players! Bring your uke and/or your singing voice, and learn some fun period songs and songs of the Current Middle Ages. Chords and lyrics will be provided. In this class you will learn the chords C, F, G, and Am (A minor) and some simple strumming patterns. This Teen U. class is open to students of all ages.

Ukrainian Folk Singing Workshop

vocal music

Lady Crimson Kate McPhee East 1.5 hours

Thu Jul 31 2:00 PM - 15:30 Performing Arts

Rehearsal

Handouts Limit 20

The instructor will teach up to four Ukrainian folk songs, depending on how quickly things progress. You will learn the pronunciation and translation of the lyrics, the melodies, and the harmonies. The intention is to be able to perform these songs at Pennsic. No knowledge of Ukrainian is necessary. Hard copies of lyrics will be available at no charge.

Viola da Gamba Reading Session

instrumental music, viola da gamba, vielle, renaissance

violin, quartet, quintet

Master Albrecht Catsprey Ansteorra 2 hours

Sun Aug 3 12:00 PM - 14:00 Bog U

Wed Aug 6 1:00 PM - 15:00 Bog U

This will not be a class but an actual reading session for intermediate reading level musicians with historical (pre-18th c.) bowed instruments: Viola da Gamba, vielles, Renaissance violin (gut strings and ren bow). We will be reading charts (quartet or quintet depending upon who chimes in pre-Pennsic) with maybe a few challenging fantasias (train wreck potential = 80%). We will be playing at 440. Bring music stand and clothes pins.

College-level

Adults Only! College level music reading required.

Warm Up Hafila!

instrumental music, middle eastern

Ziggy Atlantia 3 hours

Thu Jul 31 7:00 PM - 22:00 Middle Eastern

Have you had a long town run? Have you missed playing and dancing at Pennsic? Then come for a warm-up hafila to get your blood moving! Live music and dance! Please come to the Middle Eastern tent for playing music and dancing to said music! All instruments, and musicians attached to them, are invited. All dancers of any age, gender, and experience are welcome!

Writing Period-Style Ballads

bardic, european, poetry, #music

Ollaimh Ruaidhri an Cù Atlantia 1 hour

Fri Aug 1 1:00 PM - 14:00 A&S 9

Sun Aug 3 1:00 PM - 14:00 A&S 9

Tue Aug 5 2:00 PM - 15:00 A&S 9

Learn about the elements of the period ballad and then write your own period-style ballad. The class comprises three formal sessions. During the first session, students will be taught how to recognize and employ the elements of period ballads. The second session will be a working session during which the students will be able to get assistance and advice in writing their ballads. In the final session, students will finish and present their ballads.

Youth Recorder Jam Session

instrumental music, european, children, recorders

Pia Maletesta d'Rimini East 1 hour

Wed Jul 30 1:00 PM - 14:00 A&S 9

Sun Aug 3 2:00 PM - 15:00 A&S 9

Did you learn to play the recorder in school? Don't know what to do with it now? Is it collecting dust under your bed? We welcome children of "recorder class age" and

above to learn tunes that they can play in camp and with others. Participants should have a basic knowledge of the first 5 notes. Recorder age of 8 and older.

PERFORMING ARTS: OTHER

Crossing Cultures in Storytelling

storytelling, bardic arts, cultural communication, literature

Magistra Fiana of Clare Meridies 1.5 hours

Mon Aug 4 10:00 AM - 11:30 A&S 13

This class will discuss moving stories across cultures. I will focus on my character, Isu Odinnson, and the steps I took to create his stories.

Magic as a Performing Art

magic, theater

Dr Henry Best Midrealm 1 hour

Thu Aug 7 11:00 AM - 12:00 A&S 12

Theory and practice of magic as a performance art, taught by a professional magician. We will cover three period tricks from Scot's *Discoverie of Witchcraft*, 1584, for close-up, parlor, and stage. The class will be sworn to secrecy and real working methods will be taught. Students will be granted access to an online library of 100 magic books.

My Ukulele Is a Guitar

instrumental music, european

Tommaso Franceschi Midrealm 1 hour

Wed Jul 30 1:00 PM - 14:00 Performing Arts

Rehearsal

The history of the Renaissance 4-course guitar and its direct descendant the baritone ukulele. The story of the lute's much lesser-known cousin, its surviving music, and its general disreputation.

PERFORMING ARTS: THEATER

Everyman Rehearsals KWP

Director Lucas Abernathy East 3 hours

Sun Aug 3 9:00 AM - 12:00 Performing Arts

Mon Aug 4 9:00 AM - 12:00 Performing Arts

Tue Aug 5 9:00 AM - 12:00 Performing Arts

Wed Aug 6 9:00 AM - 12:00 Performing Arts

Thu Aug 7 9:00 AM - 12:00 Performing Arts

Fri Aug 8 9:00 AM - 12:00 Performing Arts

"Everyman" is a 15th-century English morality play that uses allegory to explore the nature of human existence and the inevitability of death. The play centers on Everyman, a character representing all of humankind, who is summoned by Death to face God and give an account of his life. Everyman's journey to face his reckoning reveals the fleeting nature of earthly pleasures and the importance of good deeds for salvation.

Whose Line Doth It Be Auditions

Mistress Aibhilin inghean Daibhidh Trimaris 2 hours

Mon Aug 4 4:30 PM - 18:30 Amphitheater

Audition to be in the 7:30 pm *Whose Line Doth It Be* show. We will do a variety of games and select performers for the show.

Improvisation

improvisation

Lady Milisandia MacGrehere Midrealm 1 hour

Mon Aug 4 1:00 PM - 14:00 Teen University

Improvisation: making things up as you go. Have fun in a relaxed setting. Learn skills that can help you on stage and in real life through scene work, games, and exercises. Or, sharpen the skills you already have.

Introduction to Acting

theatre

Baroness Cael O'Conaill Gleann Abhann 2 hours

Mon Aug 4 11:00 AM - 13:00 Amphitheater

Join us as we cover breath control, movement, and understanding characters!

KWP Everyman Prep

Director Lucas Abernathy East 1 hour
Fri Aug 8 7:00 PM - 20:00 Performing Arts
Hour stage prep time for the 8 pm performance of *Everyman* presented by the Known World Players.

KWP: Shakespeare's Twelfth Night Audition

kwp, shakespeare, comedy, acting, performance, known world players, theater, theatre, performing arts
Jayme Hume of Berwyk East 2 hours
Thu Jul 31 4:00 PM - 18:00 Amphitheater
Mon Aug 4 1:00 PM - 15:00 Performing Arts
Thu Aug 7 1:00 PM - 15:00 Amphitheater
We will provide scripts and brief character bios for the auditions.
• No experience or preparation required.
• Looking for novices as well as old hands.
• Ages 17-60+.

Looking for as many as 20 performers. If you are ready, willing and able to be part of the highlights for Pennsic War 53 (2026) and want to have a lot of fun at the same time, come join the 2-hour audition and be prepared to have a great time!

NOT You Billy: Elizabethan Theatre Beyond the Bard

theater, european
THL Katherine Coscombe Midrealm 1 hour
Wed Jul 30 9:00 AM - 10:00 A&S 6
Handouts Limit 15
Shakespeare is not the only playwright to know from the 16th-C English stage. Explore other notable figures of Elizabethan Theatre.

Pennsic Youth Theatre

theater, multiple cultures, youth, children, teen, performance
Baroness Edekyn O Fierhie Aethelmearc 1 hour
Sun Aug 3 10:00 AM - 11:00 Amphitheater
Mon Aug 4 10:00 AM - 11:00 Amphitheater
Tue Aug 5 10:00 AM - 11:00 Amphitheater
Wed Aug 6 10:00 AM - 11:00 Amphitheater
Thu Aug 7 10:00 AM - 11:00 Amphitheater
Fri Aug 8 10:00 AM - 11:00 Amphitheater
For kids ages 5-17 interested in exploring their creative and theatrical sides through storytelling, acting, and producing their very own play! Come join us as we build a theatre show from the ground up, giving younger kids a creative outlet for all that pent-up camping energy!
Children 12 and under must have a parent or guardian present.

The Pennsic Mightier: Improv Workshop

theater
Missress Aibhilin inghean Daibhidh Trimaris 2 hours
Tue Jul 29 1:00 PM - 15:00 Amphitheater
Wed Jul 30 1:00 PM - 15:00 Amphitheater
Thu Jul 31 1:00 PM - 15:00 Amphitheater
Fri Aug 1 1:00 PM - 15:00 Amphitheater
This improv workshop is designed to address intermediate and advanced level improv skills focused on creating unique characters, building relationships, committing to a scene, and exploring long-form improv. Long-form improv is a building block for work in *commedia* and sketch comedy. The character and scene work will improve your overall acting skills as well as building confidence in everyday life.
This workshop will culminate in a performance on Friday 8/5 in the Performing Arts Tent; however, the performance is optional if you would prefer to attend the workshops without performing live. You must have prior improv experience (modern experience or prior Pennsic classes, etc.) and be familiar with the basics of "Yes, and" to participate in this class.
Those without experience may be allowed at the instructor's discretion. You do not have to attend every workshop; however, different skills will be addressed each day and attendance at all is beneficial. The Friday workshop is mandatory if you would like to perform in the show.
This class is for ages 18 and up; however, younger students may be allowed with both parental and instructor permission.
Please attend the first workshop (with a parent, for those

under 18) or contact the instructor in advance to participate.

Adults Only! Experience required, adult content likely. Under 18 may request to attend with parental and instructor permission.

PERSONA

A Stranger in a Strange Land

africa, persona, culture, sca life, central asia, china, japanese, mongol, native american
Meister Ulric von der Insel East 1 hour
Tue Aug 5 2:00 PM - 15:00 A&S 2
Wed Aug 6 11:00 AM - 12:00 A&S 2
Thu Aug 7 3:00 PM - 16:00 A&S 2

You are excited about being your persona! You love the culture, you know the Society and its ways...but you're surrounded by a kingdom full of people who are from a completely different time, culture, or even continent. How do you stay yourself? How can you role-play the lands you love? Take heart - you can live your chosen life and even revel in it at events and camps and all around! We can discuss techniques that keep it real for you and even help to expand education and participation in your chosen culture.

Ancient Roman Eyeliner

makeup, roman
Philippi Midrealm 1 hour
Thu Aug 7 11:00 AM - 12:00 Teen University
The Romans had a long history of "borrowing" the rich palette of beauty standards of their Greek and Egyptian neighbors. Many of the popular well-traveled cosmetology practices of then hold true today. We will not focus on the negatives of historical beauty standards! Instead, in a class setting, we will learn about and interact with safe, accessible modern variations of kohl eyeliner meant for the enhancement of the eyes, while also hearing stories of how eyeliner played a part in the artistic documentation of ancient Roman beauty. Participants will receive powdered eyeliner makeup samples and application tools to use during class, and to take home.
Attendees should plan to attend the class with a fresh, powdered face, if desired, and makeup-free eyes. Skin tint foundations will not be included, and should be applied before or after class as desired. Handwashing and sterilized tool practices will be encouraged. All genders and identities are welcome; beauty has no barrier.

Being Your Persona

persona, multiple cultures
Master Cariadoc West 1 hour
Tue Jul 29 10:00 AM - 11:00 A&S 5
Mon Aug 4 4:00 PM - 17:00 A&S 1
Handouts Limit 30
How to maintain the illusion at an event that you are a period person interacting with other period people.

Courtesan Persona 101 - CCT

persona, multiple cultures, courtesan, courtesans, courtesan college
Baronessa Ginevra Fiammetta di Silvestri Atlantia 2 hours
Sat Aug 2 1:00 PM - 15:00 Courtesan College - B03
Thu Aug 7 10:00 AM - 12:00 Courtesan College - B03
This is an **adults only** class for those interested in portraying a courtesan persona in the SCA. People of all ages **over 18** and all genders welcome. We will be discussing how to speak and act like an elite sex worker and how to handle a number of situations you might find yourself in while in persona at events. For a list of content warnings or any further information, please contact Ginevra at ginevrafiammettadisilvestri@gmail.com.
Adults Only! Main topics are sexuality and sex work

Courtesans of the Renaissance Not Named... - CCT

european
Chontesa Fortune St Keyne East 1 hour
Sat Aug 2 3:00 PM - 16:00 A&S 12
Veronica Franco was lucky enough to have her story recorded in the movie *Dangerous Beauty*, but what about the rest of Italy's famous courtesans? Come hear

about Fiametta, Imperia the Divine, Tullia d'Aragona, and the stories of their lives, and even some of their poetry. **Age 18+.**

Adults Only! Discussion of period sex workers

Create Your Character

newcomers, persona, persona development, sca life, research
Lady Winifride Barnes Northshield 1 hour
Sat Aug 2 11:00 AM - 12:00 A&S 8
Personas come in all kinds of flavors! This class discusses personas in the context of the SCA, as well as tips and tricks for developing your own.

Keep Thee from a Nunnery (or Worse!) - CCT

persona, european
Chontesa Fortune St Keyne East 1 hour
Tue Aug 5 12:00 PM - 13:00 A&S 13
Learn the traits to cultivate to make yourself the epitome of marriageable Italian womanhood. There is only so much dowry money to go around, and, if you've got sisters, you are likely to end up as Sister Mary on the Shelf. Culled from various sources of advice, learn about the ideal bride and the options if Lord Charming never comes.

Pilgrimage and Power: The Travelling Outfit

far eastern, japan, japanese, heian, pilgrimage, costuming
Sugawara no Naeme East 1 hour
Sun Aug 3 10:00 AM - 11:00 A&S 6
While the life of a Heian noblewoman was fairly sedentary, she could take pilgrimages to temples near the capitol, Heiankyo. We will discuss the reasons noble women of the Heian period (794-1186) undertook these pilgrimages and what they wore on those journeys.

Scythian and Saka Persona Development

scythian, saka, nomad, early period, eurasia, central asia
Satrakes Skuthes Atlantia 1 hour
Fri Aug 1 2:00 PM - 15:00 Black Mountain, Booth 86
Sun Aug 3 1:00 PM - 14:00 Black Mountain, Booth 86
We'll discuss assorted considerations for creating or building on the basis of a Scythian or *Saka* persona, which are parts of a cultural spectrum of Eurasian steppe "barbarian" nomads from roughly 900 BC-AD 200. Participants are welcome to share their own efforts in developing a relevant persona.

The Dangerous Beauty: Series 1, *Esprimiti* ! - CCT

persona, european, courtesans, courtesy, flirting, conversation skills, courtesan, courtesan college
Honourable Ciana Scholari di Polcenigo Northshield 1.5 hours
Wed Jul 30 10:00 AM - 11:30 Courtesan College - B03
Handouts Limit 10 \$1.00

A series on the Arts of a Courtesan (Express Yourself!) You - yes, *you* have within you the power to secure a military alliance, curate courtly influence, maybe feel more assurance about attending Court, or just chat with that interesting person you met at fighter practice last week. We will be discussing and practicing how to look and act like an elite sex worker while in persona, based on a combination of both extant European period writings on social behavior with modern framing of deportment, etiquette, and seduction.
This section will cover conversation skills, remembering names, wit, charm, walking and talking, flirting, non-verbal languages. Please come ready to try the skills we discuss - but there is only gentle pressure. There will be handouts available. **18+**

Adults Only! Main topics are historical sex work, sexuality, and sex-related subjects

The Dangerous Beauty: Series 2, *La Bella...* - CCT

persona, european, courtesans, courtesy, multiple cultures, courtesan, courtesan college
Honourable Ciana Scholari di Polcenigo Northshield 1.5 hours
Thu Jul 31 10:00 AM - 11:30 Courtesan College - B03
Handouts Limit 10 \$1.00

A series on the Arts of a Courtesan (The Beautiful!) You - yes, *you* have within you the power to secure a

military alliance, curate courtly influence, maybe feel more assurance about attending Court, or just chat with that interesting person you met at fighter practice last week. We will be discussing and practicing how to look and act like an elite sex worker while in persona based on a combination of both extant European period writings on social behavior with modern framing of deportment, etiquette, and seduction. This section will cover attractiveness, confidence, sex appeal, body language, and comportment. There will be handouts available. **18+**

Adults Only! Sexual subjects will be discussed

The Dangerous Beauty: Series 3, *La Tresca* ! - CCt

persona, european, multiple cultures, courtesans, courtesy, courtesan, courtesan college
Honourable Ciana Scholari di Polcenigo Northshield
1.5 hours

Fri Aug 1 10:00 AM - 11:30 Courtesan College - B03
Handouts Limit 20 \$1.00

A series on the Arts of a Courtesan (The Intrigue!) You - yes, *you* have within you the power to secure a military alliance, curate courtly influence, maybe feel more assurance about attending court, or just chat with that interesting person you met at fighter practice last week. We will be discussing and practicing how to look and act like an elite sex worker while in persona based on a combination of both extant European period writings on social behavior with modern framing of deportment, etiquette, and seduction.

This section will cover table manners, eating and drinking, serving and being served, and the fine art of being a host. Please bring a napkin, plate, bowl, eating utensils, a drinking vessel, and a small snack to share. There will be handouts available. **18+**

Adults Only! Sexual subjects may be discussed

The Dangerous Beauty: Series 4, *Allora*! - CCt

persona, european, games, courtesans, courtesy, interpersonal skills, conversation, flirting, courtesan, courtesan college
Honourable Ciana Scholari di Polcenigo Northshield
1.5 hours

Sat Aug 2 10:00 AM - 11:30 Courtesan College - B03
Handouts Limit 20 \$1.00

A series on the Arts of a Courtesan ("And So!") You - yes *you* ! have within you the power to secure a military alliance, curate courtly influence, maybe feel more assurance about attending Court, or just chat with that interesting person you met at fighter practice last week. We will be discussing and practicing how to look and act like an elite sex worker while in persona based on a combination of both extant European period writings on social behavior with modern framing of deportment, etiquette, and seduction.

This section will be *using* the skills we learned in Series 1-3 during games, period arts and pursuits, SCA activities, and consort arts. Please come ready to play the offered games: pall mall, bocce, chess, backgammon, mancala, as well as practicing conversation and flirting! Handouts will be available. **18+**

Adults Only! Sexual subjects may be discussed

The Medieval Broderer in London

embroidery, persona development, lecture

HL Jerusha a'Laon Caid 1 hour
Sun Aug 3 9:00 AM - 10:00 A&S 5
Tue Aug 5 9:00 AM - 10:00 A&S 6
Handouts Limit 25 \$2.00

Embroidery was not just a pastime for noble ladies. It was a profession and flourished during the Middle Ages as a distinguished profession for both men and women. This lecture-style class focuses of the profession in London, England, where The Worshipful Company of Broderers was established in the 12th century. An overview of the guild structure and a history of the profession will be discussed.

Wake Up with Makeup Roman-Style - CCt

roman, cosmetology, makeup, courtesan college, ancient, beauty
Philippi Midrealm 1 hour
Wed Jul 30 1:00 PM - 14:00 Courtesan College - B03
Materials Limit 20 \$3.00 khol powdered makeup, khol application stick, small mirror, plate for powders

The Romans had a long history of "borrowing" the rich palette of beauty standards of their Greek and Egyptian neighbors. Many of the popular well-traveled cosmetology practices of then hold true today. We will not focus on the negatives of historical beauty standards! Instead, in a class setting, we will learn about and interact with safe, accessible modern variations of kohl eyeliner meant for the enhancement of the eyes, while also hearing stories of how eyeliner played a part in the artistic documentation of ancient Roman beauty. Participants will receive powdered eyeliner makeup samples and application tools to use during class, and to take home. Attendees should plan to attend the class with a freshly powdered face, if desired, and makeup-free eyes. Skin tint foundations will not be included, and should be applied before or after class as desired. Handwashing and sterilized tool practices will be encouraged.

All genders and identities are welcome; beauty has no barrier. **Age 18+.**

Adults Only! Location and adult context

Welsh Persona Meet-Up

persona
Lord Dai Gerdwr Midrealm 1.5 hours

Wed Aug 6 11:00 AM - 12:30 A&S 13

Croeso ! Are you Welsh or want to be? Meet with others who share a love for the culture and history to exchange information and resources.

RESEARCH

The Sufficencie of English Medicines , by Bright medicine

Master Michael Graham OL East 1 hour
Tue Aug 5 9:00 AM - 10:00 A&S 7

A treatise wherein is declared the sufficencie of English Medicines, for cure of all diseases, cured with medicine by Timothy Bright will be discussed, using a facsimile copy of the work. The subject matter, its relevance within the framework of late 16th-century medical and pharmacological knowledge, and its meaning to medical professional of its day, will be discussed.

A Day in the Life

Soo Yun Meridies 2 hours
Sat Aug 2 11:00 AM - 13:00 A&S 7

What was it really like to run an artist's studio in 15th-century Flanders? Join Cornelia Vermeulen, also known as Soo Yun, for a hands-on journey through the daily life of a working painter during the Northern Renaissance. Drawing on experimental archaeology and primary source research, this class explores how materials were sourced, what was crafted by hand versus purchased, and how artists interacted with local guilds and patrons. Discover the rhythms of a historical studio and the realities of life behind the easel.

A Modern Technique for Informing Period Aesthetics

Meisterin Rosina von Schaffhausen East 2 hours
Mon Aug 4 12:00 PM - 14:00 A&S 2

Handouts Limit 25 \$1.00

Learn how to use the basics of Symmetry Analysis to analyze a collection of period artworks. This method is used in a variety of academic fields to understand the aesthetic of a collection of artworks sharing a context. It has been used on art from Stone Age pottery to tilings in the Alhambra to modern financial trademarks. It has also been used to fill in gaps where portions of a piece of art have been damaged or lost over time. We will focus on frieze or strip patterns, and discuss single motifs or point patterns. More information on wallpaper and multicolor patterns can be found in the references. This technique uses some basic concepts of geometry that are now taught at the middle school level, so this class should be accessible for ages 13 and up.

Alchemy in Period

history, alchemy, science, medicine
Lord Bryn of Celyddon Midrealm 1.5 hours
Sun Aug 3 9:00 AM - 10:30 A&S 8
Handouts Limit 20

An overview of what transmutational alchemy (both metallurgical and medicinal) was within antiquity, the medieval period, and the Renaissance. The course

surveys what alchemy was and wasn't, where it was practiced, who its most prominent practitioners were, and what they achieved.

Be as the Bees: Northern Europe

research, baltic, england, scotland, east europe, beekeeping, 14thc, 15thc, 16thc, honey, 14th-century, 15th-century

Rav Ezra de Barcelona Midrealm 2 hours

Thu Jul 31 1:00 PM - 15:00 A&S 8

Tue Aug 5 11:00 AM - 13:00 A&S 2

Thu Aug 7 1:00 PM - 15:00 A&S 6

No picture of medieval life is complete without accounting for the ubiquity of bee products. This class will survey the social, economic, and environmental contexts of the production, trade, and consumption of apicultural goods in Britain and the Baltic Sea from the 14th to 16th centuries, with a focus on the Kingdom of England and the Hanseatic trade league.

Be as the Bees: The Mediterranean

north african, beekeeping, research, iberia, spain, portugal, italy, honey, 14thc, 15thc, 16thc

Rav Ezra de Barcelona Midrealm 2 hours

Tue Jul 29 9:00 AM - 11:00 A&S 2

Mon Aug 4 10:00 AM - 12:00 A&S 8

Wed Aug 6 1:00 PM - 15:00 A&S 2

A review of research regarding the social, economic, and environmental contexts of apiculture from the 14th to 16th centuries in the Mediterranean Basin. Most discussion will regard Iberia and Northern Africa.

Body Rituals - CCt

Beatrix "Apicula" Kelynghall Calontir 1 hour

Fri Aug 1 4:00 PM - 17:00 Courtesan College - B03

Come and learn about the ways ancient men and women would prepare their bodies to be apart of society. From bathhouses to temples, we will explore many different body rituals through humor and hands-on experiences. **Age 18+.**

Adults Only! Adult Themes

Cannabis in the SCA Period

cannabis, recipes, history, research

Mistress Ysabel da Costa East 1 hour

Wed Jul 30 9:00 AM - 10:00 A&S 12

Handouts Limit 25

A global survey of cannabis from ancient times to 1600, with emphasis on its use as a drug. We'll explore what it was like, how it was consumed, and its status in SCA-period societies and the modern SCA. Recipes for several period cannabis edibles will be included. **Age 18+**

Adults Only! Discusses cannabis as a drug.

Commonplace Books Past and Present

THL Rosie Dubroc Midrealm 1 hour

Tue Jul 29 10:00 AM - 11:00 A&S 7

Handouts Limit 20

Commonplace books have been used since antiquity as an organized way to save and compile knowledge. They take many forms and serve many purposes. This class will provide a brief history of the commonplace book and then provide information on how to use modern technology and a variety of apps to create your own digital commonplace book. This class also draws heavily on Tiago Forte's book *Building a Second Brain*.

Experimental Archaeology

experimental archaeology, documentation, a&s, archaeology, academics, research, science

Lord Valdis of Gotland Aethelmearc 1.5 hours

Wed Jul 30 11:00 AM - 12:30 A&S 7

Tue Aug 5 10:00 AM - 11:30 A&S 11

Wed Aug 6 3:00 PM - 16:30 A&S 8

Thu Aug 7 2:00 PM - 15:30 A&S 13

Handouts Limit 10 \$1.00

Many of us make reproductions with period materials and techniques with admirable skill. We must ask ourselves how this advances science and in this case archaeology. How can we advance beyond crafting to understand what the archaeologist needs to interpret the material culture?

Valdis and Jacintha are completing a year-long Graduate Certificate in Experimental Archaeology and

Material Culture through University College Dublin.

Lecture topic

- A brief history of modern experimental archaeology.
- An academic description of experimental archaeology.
- Tools and techniques in the field and lab, used by archaeologist.
- Micro and Macro Archaeology and its significance in experimental archaeology.
- A sampling of tools that a lay person can acquire in order to document your processes and reproductions.
- Framing an archaeological question and finding documentation that supports your project.
- Mediums for promotion of your work.
- Brief discussion on self-publishing documentation.
- Q&A

Forbidden Fragrances: Ambergis

perfume, 16th-century italian, renaissance, beauty, florence, venetian, cosmetics, fragrance, 15th century italian, 16th century, 15th century

THL Ilaria Rosati Aethelmearc 6 hours

Sun Jul 27 10:00 AM - 16:00 Cosmetica Obscura - Space 45

Handouts Limit 25

Ambergis has a long history in the use of perfumes, but it is currently illegal to possess in several parts of the Knowne Worlde. Even in period, its high cost led some people to devise imitations. Come smell a 1561 formula for "Counterfeit Ambergreece" and compare it to modern substitutes.

This is an ongoing merchant demo; you are welcome to drop in anytime during the posted hours. Printed handouts while they last. Free.

Cosmetica Obscura Merchant Booth, Space 45, at the intersection of Broadway & Market St.

Green Gold: Medieval "Laurel Soap"

arabia, crusades, beauty, soap, bathing, islamic culture, islamic era, cosmetics, cosmetology

THL Ilaria Rosati Aethelmearc 6 hours

Wed Jul 30 10:00 AM - 16:00 Cosmetica Obscura - Space 45

Handouts Limit 25

At the endpoint of the Silk Road, artisan workshops have been producing "laurel soap" for over a millennium. Crusaders brought this exact soap from the Levant back to Europe. Made with only three ingredients, the recipe and methods have remained unchanged for centuries. Come learn about the benefits of this "green gold" and its role in Middle Eastern bathing culture! Perfect for scrubbing off the Pennsic dust!

Ongoing merchant demo, drop in anytime. Handouts available while they last.

Cosmetica Obscura Merchant Booth, Space 45, at the intersection of Broadway & Market Streets.

How to Research on the World Wide Web

beginner, research

Isabella D'Angelo Atlantia 1 hour

Tue Aug 5 1:00 PM - 14:00 A&S 13

For those who have trouble finding things on the web or doing research in general, we'll focus on the 10th-16th centuries but can be applied to most anything you can think of research-wise. We will go over keywords, places to search, ways to search, and tricks to clean up your searches so you can find what you want easily.

Immodest Idols - CCT

Beatrix "Apicula" Kelynghall Calontir 1 hour

Wed Jul 30 5:00 PM - 18:00 Courtesan College - B03

While we often hear of the provocative adventures of Zeus or the parties of Bacchus, there are many gods whose unexplored mythology lend a hand to showing just how contemporary the ancient world's beliefs and culture were. Through storytelling, Immodest Idols hopes to shed light on these somewhat forgotten individuals. **Adult only.**

Adults Only! Adult Themes

Knitting in the 16th Century: An Overview

needlework, knitting, 16thc, socks, stockings, accessories, cap, gloves, hose

Mistress Camilla de la Reynarde Midrealm 1.5 hours

Thu Jul 31 9:00 AM - 10:30 A&S 7

Handouts Limit 20 \$3.00

Not only is hand-knitting period, the 16th century has a wealth of items to choose from. We'll look at a wide range of caps, gloves, and *hosen*. Interested in Eleanor of Toledo's stockings? I was the first to publish the pattern!

Medieval Werewolves

werewolves, chivalry, knights, enchantment, wolf

Lady Sonnet de Saint-Coutant Aethelmearc 1 hour

Wed Jul 30 12:00 PM - 13:00 A&S 13

This class examines the dangerous appetites of werewolf knights in medieval romance.

Because chivalry professionalized the art of agricultural ravaging to sustain armies and wage war through food insecurity, medieval people were understandably nervous and distrustful of knights. Literature grapples with the knight's capacity for violence through the figure of the werewolf who has lost control of his appetite. This class examines how medieval romance copes with chivalric violence with medieval werewolf tales such as *Bisclavret*, *Melion*, *Arthur and Gorlagon*, and *William of Palerne* in which knights must break their werewolf curse through relearning the customs and codes of chivalry.

Nålbinding Around the World

nalbinding, multiple cultures, new world, egypt, viking, lecture

HL Laska Koudelka Trimaris 1 hour

Thu Aug 7 11:00 AM - 12:00 Fiber Arts Pavillion - Atlantean Royal

Nålbinding, not just for Vikings. We see examples of it around the world, from Egypt to Peru. Learn about the history and uses of nalbinding, see the images, and get resources to look for it in nearly every culture.

Opening Up a Can of Worms: Research in the SCA

research

THL Rosie Dubroc Midrealm 1 hour

Thu Jul 31 10:00 AM - 11:00 A&S 13

Handouts Limit 20

Do research and documentation seem overwhelming? Are you interested in doing an A&S project but don't know where to start? This class will teach you how to find, evaluate, and document the sources you need to research and complete an A&S project in any category.

Painted Celts: Authentic War Paint for Your Persona

celtic, pict, pictish, britons, roman, iron age, warpaint, natural dyes, pigments, woad, body art

THL Ilaria Rosati Aethelmearc 6 hours

Fri Aug 1 10:00 AM - 16:00 Cosmetica Obscura - Space 45

Handouts Limit 25

Julius Caesar's accounts of Celts painted "like glass" have long been a mystery. Were they tattoos? Body paint? Can experimental archaeology with Mayan indigo give us clues to work with European woad?

We draw on our knowledge as cosmetic formulators to create a war paint only from ingredients known to the Germanic and Celtic peoples. We share open questions to those interested in natural pigments and dyeing.

Body paint samples will be on hand to try out, and printed handouts while they last.

This is a merchant demo, drop in any time during the given hours.

Cosmetica Obscura Merchant Booth, Space 45, at the intersection of Broadway & Market Streets.

Pirates of the Mediterranean

mediterranean, late period, maritime, law, crime, piracy

Rav Ezra de Barcelona Midrealm 1.5 hours

Tue Jul 29 1:00 PM - 14:30 A&S 5

Wed Aug 6 9:00 AM - 10:30 A&S 5

The act of maritime banditry was perceived very differently in the Late Middle Ages than the Early Modern period that most ideas of piracy are based on. This class will broadly examine the legal and cultural mindsets surrounding medieval piracy, especially in the Mediterranean. We will examine period documents like the Consulate of the Sea and the *consilia* of Genoese jurists to contextualize piracy, *corsairing*, and other relevant concepts in SCA period; as well as examining case studies in fictional accounts and real legal and diplomatic exchanges.

Researchers Roundtable

research, a&s, sca culture

THL Rosie Dubroc Midrealm 2 hours

Wed Jul 30 10:00 AM - 12:00 A&S 13

Is your A&S work based solely around historical research? Do people ask to "see" what you are working on? Do you sometimes find it hard to fit in when you have no "stuff" to display? This will be a group discussion for researchers where we can discuss some of the challenges we face in the SCA including things like explaining exactly what it is that we do, how to get our work seen, and how to navigate A&S displays, competitions and faires.

Scythian Research/Reading Library

scythian, saka, eurasian, nomad, books

Satrakes Skuthes Atlantia 1 hour

Thu Jul 31 2:00 PM - 15:00 Black Mountain, Booth 86

Sun Aug 3 2:00 PM - 15:00 Black Mountain, Booth 86

Tue Aug 5 2:00 PM - 15:00 Black Mountain, Booth 86

If you have an interest in ancient Eurasian nomadic cultures, come check out the resources (including some hard-to-find books) that will be available to peruse and discuss - maybe there's something new to discover or something newly interesting to get feedback on.

Show What You Know: An A&S Documentation Primer

Maistresse Mariette de Bretagne East 1 hour

Tue Aug 5 12:00 PM - 13:00 A&S 12

You've got the project, now show your work! Whether you're preparing for a display or a competition, this class will help you figure out the what, when, how, and why of creating A&S documentation. This class is part of a series run by the East Kingdom's MoAS staff to help promote best practices within the A&S community.

Siberian Ice Maiden Tunic

aka, scythian, iron age, central asia, pazyryk

Tirgatao Skudat Aethelmearc 1 hour

Tue Jul 29 3:00 PM - 16:00 A&S 5

This class will examine the "Ice Maiden's" tunic found in a 5th-century BCE *kurgan* in the Altai Republic. We will be doing an in-depth dive into the construction and materials.

Simple Documentation Methods

sca

Sisuiile Butler East 1 hour

Tue Jul 29 11:00 AM - 12:00 A&S 7

Sun Aug 3 9:00 AM - 10:00 A&S 12

American children learn the 5-paragraph essay format in elementary school and rely on it through high school. How do we apply the same thought process/method to write SCA documentation?

The "P-Word": Confronting Plagiarism in the SCA

lecture, research, documentation, art & sciences, scribal arts, art, writing, sca life

Fede di Fiore Aethelmearc 1.5 hours

Thu Aug 7 12:00 PM - 13:30 A&S 12

Handouts Limit 10 \$0.50

Taught by a professional designer, peer-reviewed author and specialist in brand and publication compliance; plagiarism is not always intentional. Copying others is not always theft. This class takes aim at confronting this taboo with empathy and education. We will debunk what plagiarism is and how best to stay on the right side of copying and referencing the work of others. We will also discuss how to support artisans who make these types of mistakes with empathy and understanding.

This class is for those who are learning to document their research, seasoned artisans, judges, and competition organizers--however, all who are curious are welcome!

The Complete Works of Ambroise Paré: A Review

medicine

Master Michael Graham OL East 1.5 hours

Sun Aug 3 9:00 AM - 10:30 A&S 7

The instructor, using a facsimile of the 1631 English translation of Ambroise Paré's *Works*, will show and explain the contents of the book, explain the purpose and intent of the chapters, and attempt to place the

Works in the context of a late 16th-century barber-surgeon and their knowledge and training.

Understanding Medieval Scents

perfume, scent
Duchess Gabrielle van Nijenrode Aethelmarc 1 hour
Tue Jul 29 10:00 AM - 11:00 Duchy Arindale
Thu Jul 31 10:00 AM - 11:00 Duchy Arindale
Handouts Limit 15 \$0.25
Materials Limit 15 \$0.25 Handout, blotters, other ways to smell essential oils

There is a cross-cultural similarity of interpretation of scents that is exemplified in how those living in our time period used them. We will sample various scent categories and consider how and why they were used for specific purposes and enjoyment. If you are allergic to scent, please know this class involves smelling essential oils on blotters or cotton balls.

Unveiling the Intimate: Ritual Objects - CCT

sexuality, courtesan college
Mistress Sumayya al Ghaziyya Aethelmarc 1 hour
Thu Jul 31 5:00 PM - 18:00 Courtesan College - B03
Wed Aug 6 2:00 PM - 15:00 Courtesan College - B03
Come learn about and discuss the historical research, archaeological findings, and cultural analysis surrounding the diverse world of "ritual" and erotic objects found throughout history. We will explore the context of these objects, the types found, the materials/construction used, and their cultural significance. By no means is this class inclusive of all cultures and areas of the world, though it will discuss a wide geographical and temporal swath. **18+ Adults Only! Discussing sexual practices.**

Viking Age Feast Gear: Archeological Evidence

research, european, viking, norse, birka, gotland, hedeby, oseberg, york, dublin
THL Sunnifa Gunnarsdottir Midrealm 1 hour
Mon Aug 4 2:00 PM - 15:00 A&S 1
Handouts Limit 40 \$5.00
A survey of feast gear and cookware options from among the archaeological finds of the Old Norse World. We will look at items from Birka, Gotland, Oseberg, York, and other sites; 43-page handout is available.

Viking Age Food: Archeological Evidence

european, viking, norse, food, cooking
THL Sunnifa Gunnarsdottir Midrealm 1 hour
Tue Aug 5 5:00 PM - 18:00 A&S 12
A survey of evidence for plants, birds, fish, domestic and wild animals. Includes shellfish and sea mammals eaten by Viking Age Norse people, with some discussion of farming, cooking, and preserving.

Viking Age Furniture: Archeological Evidence

european, woodworking, viking, norse, furniture, research, mastermyr, dublin, hedeby, gokstad, oseberg, york
THL Sunnifa Gunnarsdottir Midrealm 1 hour
Wed Aug 6 5:00 PM - 18:00 A&S 12
Handouts Limit 50 \$5.00
A survey of the major finds of Viking Age furniture, with an emphasis on interpreting the finds to make reasonably accurate reproductions. We will cover digs at Norse sites such as Birka, Dublin, Gokstad, Hedeby, Oseberg, etc. 43-page handout is available.

Viking Age Textile Tools: Archeological Evidence

european, viking, norse, textiles, weaving, spinning, tablet weaving, card weaving, wool, flax, textile tools, combing wool
THL Sunnifa Gunnarsdottir Midrealm 1 hour
Thu Aug 7 5:00 PM - 18:00 A&S 12
Handouts Limit 50 \$5.00
A survey of textile tools found in Norse sites. We will look at cards, combs, looms, loom weights, shears, shuttles, skein-winders, smoothing stones, spindles and spindle whorls from Birka, Coppergate, Dublin, Hedeby, Novgorod, Oseberg and Ribe. 50-page handout is available.

William Clowes' *Morbus Gallicus* : A Review

medicine
Master Michael Graham OL East 1 hour
Sat Aug 2 9:00 AM - 10:00 A&S 7
The instructor, using a facsimile of the 1585 English text, *A short and profitable treatise touching the cure of the disease called Morbus Gallicus, by unctions* by William Clowes, of London, Chirurgeon, will discuss the contents, the meaning and the purpose for the publication of the book and its place in the pantheon of historical medicinal treatises on the disease of syphilis.

SCA LIFE

A Beginner's Guide to Court

Lord Patrokles Athenaios Aethelmarc 1 hour
Fri Aug 1 11:00 AM - 12:00 A&S 6
Handouts Limit 20
If you've never been to a Royal Court, or have attended a few times, and are unsure what is going on and why, this class will show you what is interesting and fun about it. Learn about what goes on in a Royal Court and why, plus why you might want to attend, or volunteer to help with a Royal Court.

Accessibility in the SCA

accessibility, disability, autocrat, event steward, service
Dame Elisabetha Fischer Midrealm 2 hours
Mon Aug 4 2:00 PM - 16:00 A&S 7
Learn how to make your event more accessible.

Babies at Pennsic: A Discussion

family, parenting, parent/child, pennsic life
Mistress Elizabeth of Dendermonde West 1 hour
Fri Aug 1 1:00 PM - 14:00 A&S 13
How to deal with babies and small children at Pennsic: a discussion by and for those who have done it, are doing it, or will do it.

Beard Care in the Heat of the Pennsic War!

beard, beauty, health, facial hair
Gustav East 1 hour
Mon Aug 4 1:00 PM - 14:00 A&S 10
Bearded men of the Pennsic War: We all know just how damaging the heat and water quality of this environment can be on the health of our facial hair. Come and learn my tricks for keeping those face carpets healthy and happy in the heat of the deep dusty summer of Pennsylvania.

Creating an Open Daycamp: The Publick House

sca culture, sca life
Dame Elizabetha Alles Midrealm 1 hour
Sat Aug 2 11:00 AM - 12:00 A&S 13
Thu Aug 7 9:00 AM - 10:00 A&S 12
Handouts Limit 25 \$1.00
The purpose of the Publick House is to create a welcoming daycamp and hospitality space at Midrealm events that is open to all attendees regardless of rank, experience, or affiliation. We will discuss how we set up the Publick House and what we have learned so far.

Elevation: From Vigil to Ceremony

other, sca life, peerage, court
Master Dmitrii Zhirov Midrealm 2 hours
Wed Jul 30 3:00 PM - 17:00 A&S 7
Wed Aug 6 10:00 AM - 12:00 A&S 7
Whether you might one day receive a Peerage, or are a Peer with a student who might receive the honor, or might just know someone whose ceremony you'll be a part of, this class is for you. From "Your Majesties, I beg a boon" to "This do We hear, and shall never forget", we'll cover all the elements up to, in, and around the "Big Day".

Engaging with Youth in the SCA

Baron Andriú mac Domhnaill Aethelmarc 1 hour
Thu Jul 31 12:00 PM - 13:00 A&S 12
An open discussion about youth engagement. How we can work with young people and encourage them to participate in meaningful ways that allow them to build on their strengths, take on responsibilities, and contribute to the SCA and the world around them.

Estate Planning and the SCA

Master Llewellyn apTeirmon Midrealm 2 hours
Sat Aug 2 9:00 AM - 11:00 A&S 13
Work with a Retirement and Estates Specialist to review your heraldry, scrolls, garb, etc., as well as retirement and brokerage accounts so that you can be structured to carry out your wishes when you pass on for your heirs and for the SCA now and in the future. Beyond how to leave your goods to others, we will review the various types of beneficiaries, accounts and investments and how they can be used to benefit the SCA once you pass on. We will also review what you can and cannot do as well as how to avoid the most common pitfalls. (Note: These will be general suggestions and no investment advice will be given. I wish to keep my professional license, too.)

Food and Feasting for Newcomers

newcomers
Duchess Melisande de Belvoir Atlantia 1 hour
Tue Jul 29 1:00 PM - 14:00 A&S 6
Tue Aug 5 2:00 PM - 15:00 A&S 6
One of the signature parts of many events is the feast, but newcomers sometimes find the very idea of a feast vaguely uncomfortable. Will you have to eat with your hands? Where will you sit? Will the food be weird and unfamiliar, and will it be way too spicy? This class will give you some ideas about what to expect, how to sign up, what to take with you, and why the feast is an integral part of the medieval experience.

Holy Cows and Flaming Monks

other
Lord William de Hirst Atlantia 1 hour
Mon Aug 4 2:00 PM - 15:00 A&S 8
Handouts Limit 25
Like the Middle Ages itself, the SCA has produced its own folk saints, and what may start as an inside joke ends up looking like a real saint's cult. We'll explore some of the weirder saints to come out of the SCA, and look at the cult of St. Bunstable as a case study.

How Pennsic Works

Master Oscar Goerijis Goriszoon East 1 hour
Wed Jul 30 1:00 PM - 14:00 A&S 12
Wed Aug 6 1:00 PM - 14:00 A&S 12
Description of the administrative and operational structures of Pennsic. Preparations, set-up and breakdown. Also how to become part of the staff, and ultimately Mayor should that be your goal.

How to Tell People about the SCA

chatelaine, chatelains, #public, #sharing, recruiting, recruitment
Hrafn Briedthskeggr East 1 hour
Wed Jul 30 4:00 PM - 17:00 A&S 12
Sat Aug 2 9:00 AM - 10:00 A&S 12
We all love this hobby, and want more people involved. But sometimes we get a little too excited when explaining how awesome it is, and flood them with too much information, causing their eyes to glaze over, and not hear anything you say. Or worse yet, we try to share some of the policies we have to help and protect members, and the new person starts to think the SCA is full of criminals and lunatics. This class will hopefully help you get the word out about our organization in way that's palatable to the general public.

Introduction to the Knowne Worlde Courtesans - CCT

history, persona development, womens history
Mistress Magdalena La Sanguigni Atlantia 1.5 hours
Wed Aug 6 3:30 PM - 17:00 Courtesan College - B03
Handouts Limit 30 \$5.00
The Knowne World Courtesans are a free confederation of SCAians who have sex worker personas from all areas and time periods. As with the SCA tradition of glorifying the warrior's skills and exploits without actually killing anybody, we, the Knowne Worlde Courtesans, celebrate the arts and accomplishments of sex workers without breaking real world laws. We dance, sing, write poetry, play instruments, hold philosophical discussions, host gatherings, teach classes, escort our patrons to social events, and act as ambassadors for new people to our Kingdoms. This class is your chance to get to

know us!
This class is a survey of our history, who we are, what we do, and how to play with us. Are you curious? Now is the opportunity to have all your questions answered.
Age 18+
Adults Only! Adult topics, Sexuality

Introduction to the Knowne Worlde Courtesans - CCT
Mistress Magdalena La Sanguigni Atlantia 1.5 hours
Wed Jul 30 12:00 PM - 13:30 A&S 5

The Knowne World Courtesans are a free confederation of SCAdians who have sex worker personas from all areas and time periods. As with the SCA tradition of glorifying the warrior's skills and exploits without actually killing anybody, we, the Knowne Worlde Courtesans, celebrate the arts and accomplishments of sex workers without breaking real world laws. We dance, sing, write poetry, play instruments, hold philosophical discussions, host gatherings, teach classes, escort our patrons to social events, and act as ambassadors for new people to our Kingdoms. This class is your chance to get to know us!

This class is a survey of our history, who we are, what we do, and how to play with us. Are you curious? Now is the opportunity to have all your questions answered.
Age 18+
Adults Only! Adult topics

Kara and Tarl's Wedding.
all ages welcome
Master/Syr Tarl Aethelmearc 5 hours
Sat Aug 2 8:00 PM - 01:00 Fort Tower West
Private Wedding of Tarl and Kara
(Invitation Only)
Reception 9 pm
Ceremony (10'ish - "O'dark 30")

Making the Magic: Court Prep for a Memorable Court

Baron Arias Beltran del Valle Aethelmearc 1 hour
Tue Jul 29 1:00 PM - 14:00 A&S 13
Mon Aug 4 1:00 PM - 14:00 A&S 13

Court can be a magical moment for people in the SCA, and can be a memorable experience for those who take part or who are recognized. However, like anything else, a little preparation goes a long way to making such magic happen. We'll discuss what goes into preparation before the event, on the day, and what should be done after for official and unofficial tasks.

Modern Media & the SCA: Making Them Work Together

Baron Arias Beltran del Valle Aethelmearc 1 hour
Wed Jul 30 9:00 AM - 10:00 A&S 13
Mon Aug 4 12:00 PM - 13:00 A&S 13

Reaching people who are interested in the SCA can be difficult; reaching a large number at once even more so. In this class, Aethelmearc Media Liaison and broadcast journalist Baron Arias Beltran del Valle discusses how to reach out to modern media and share activities and events with them, while also adhering to Society media policies. Includes what to do (and not to do!) when the media arrives at an event. Included in the discussion will be suggestions on how to make an event more interesting to news outlets. We'll touch on rights given to the reporters and to participants. We'll also discuss who should be involved in preparations for meeting the media at an event, and how to present the best face for your group.

Pennsic for Teens: How to Get Involved!

Shaykha Nasira al-Zarqa bint Ivaz Midrealm 1 hour
Sun Aug 3 3:00 PM - 16:00 Teen University

Come and learn about how to develop in service as an individual and find the right opportunities to get involved at Pennsic as a teen! This class will focus on how to find appropriate opportunities to volunteer and get involved in service for teens. Learn about different opportunities available at Pennsic and at home in your local SCA groups (if applicable) for year-round involvement, from someone who went through it all!

Pennsic Tents: Choose, Tweak, Set Up, Live In
newcomers, european

Lady Merswynd of Caudor Atlantia 1 hour
Thu Jul 31 12:00 PM - 13:00 A&S 6
Mon Aug 4 12:00 PM - 13:00 A&S 6
Handouts Limit 14 \$5.00

What tent to get? How many people will it house? Are you camping solo? Tips for easier set-up: shorter tent poles, accordion-pleated walls, mark "tab A" and "slot B" for error-free alignment. Bathtub the edge of the ground cloth to avoid "a river runs through it." Furniture and lighting. Decorative touches like chandeliers, tapestries, and rugs.

Providing Access to Opportunities in the SCA

service, art & sciences, martial, a&s, accessibility, sca, sca career, sca culture
Shaykha Nasira al-Zarqa bint Ivaz Midrealm 1 hour
Fri Aug 1 2:00 PM - 15:00 A&S 13
Tue Aug 5 2:00 PM - 15:00 A&S 13

Are you someone who is passionate about providing opportunities to others? Would you like to learn about ways to provide better access to those opportunities for all forms of disciplines, including A&S, Martial, and Service? If so, join me for a short lecture and discussion about providing better access to opportunities in the SCA. All experiences, disciplines, and ideas welcome! There will be handouts available for summarization of key points discussed.

SCA 101

newcomers
Dame Morwenna Trevethan Atlantia 1.5 hours
Thu Jul 31 1:00 PM - 14:30 A&S 6
Mon Aug 4 1:00 PM - 14:30 A&S 6

Getting started in the SCA: history, geography, titles, regalia. What to do in your first year; you've been called into court - now what?

Signing in the SCA Roundtable

Mistress Tegan de Moreton Atlantia 1 hour
Fri Aug 1 11:00 AM - 12:00 A&S 5
Wed Aug 6 3:00 PM - 16:00 A&S 13

This is a roundtable discussion on the history of signed languages in the SCA and the future of Signing in the SCA. All sign heralds, emissaries, Deaf/HH, hearing, and anyone interested any signed languages used in the SCA are welcome.

Silverwing's "Laws": The Dream We Share

newcomers, sca culture
Master Dmitrii Zhirov Midrealm 2 hours
Wed Jul 30 9:00 AM - 11:00 A&S 7
Tue Aug 5 11:00 AM - 13:00 A&S 8

The SCA is rich in traditions, and, some would say, filthy with laws and bureaucracy. Where did some of these ideas spring from, and what do they really mean? We'll explore the foundations of these concepts, and examine some of the "norms" that help define our social group.

Teaching in the SCA

Maistresse Mariette de Bretagne East 1 hour
Tue Aug 5 3:00 PM - 16:00 A&S 13

Many of us have skills that we want to share but aren't quite sure how best to do that in an SCA setting. This course will discuss the pros and cons of many possible class delivery options (In person or online? Synchronous or asynchronous? Lecture, demonstration, or workshop?) and some pedagogical strategies for each scenario. If time allows, we will also talk about the importance of creating a class description that accurately reflects your topic and what students can expect if they choose to attend.

This class is part of a series run by the East Kingdom's MoAS staff to help promote best practices within the A&S community.

The Courtiers: Who They Were and the SCA

courtier
Maitre Philippe de Lyon Midrealm 1 hour
Sun Aug 3 2:00 PM - 15:00 A&S 13

This class will discuss the "Courtier" their role in society and their effect on the culture of the 16th century. We will be looking at 4 main individuals and their works.

Marcus Tullius Cicero was a Roman philosopher who wrote multiple books that heavily influenced Renaissance Humanism and the concepts of the Courtier. The *Book of the Courtier* was published in 1526 by Baldassare Castiglione and translated into English in 1561 by Thomas Hoby; Christine de Pisan's work *The Treasure of the City of Ladies* published in 1420; and Niccolo Machiavelli's *The Prince* published in 1532. We will discuss the qualities of the courtier from these different perspectives, how this was applied to the philosophy of the time, and how it applies and can be used in the SCA.

The History of Clan Blue Feather

newcomers, lgbt, deib, sca life, sca culture
Baron Joshua MacDonald the Imperfekt Atlantia 1.5 hours
Wed Aug 6 3:00 PM - 16:30 A&S 6

Clan Blue Feather is the research, social, networking, and support group for the SCA's lesbian, gay, bisexual, transgender, asexual, non-binary, and related gender and sexual minority communities and their allies. Started in 1988, the Clan has since become a vibrant and important part of the SCA throughout the entire Society, from local groups to Pennsic and more. Come learn about what's been happening over the past 30+ years, what we're doing today, and what the future may hold.

Victims' Advocacy In and Out of the Society

THL Tristan Lechanticler East 1 hour
Fri Aug 1 10:00 AM - 11:00 A&S 12
Mon Aug 4 10:00 AM - 11:00 A&S 12

Victim advocacy is underdeveloped in the modern world and in the Society, leaving members vulnerable. I have been exploring solutions in the modern world, and am curious about your experiences and your advice. Come share your insights and experiences with supporting, getting support, and getting results.

Wait, Pennsic Has a Mentorship Program?

service, pennsic
Shaykha Nasira al-Zarqa bint Ivaz Midrealm 1.5 hours
Wed Jul 30 1:00 PM - 14:30 A&S 13
Wed Aug 6 2:00 PM - 15:30 A&S 12

Come, listen, and learn about the Pennsic Mentorship Program, a program designed to give individuals opportunities to gain experience and skills in service for the SCA and beyond! Meet the Program Coordinator, Advisors, and former participants for an all-around look inside the program and our mission! The Pennsic Mentorship Program is designed to give individuals opportunities to learn from Pennsic staff and develop leadership skills to facilitate the growth of the SCA for future generations! We strive to provide better access to opportunities for individuals who are interested, regardless of experience level, age, status, or kingdom of origin.

The Mentorship Program follows the SCA DEIB policies regarding diversity, equity, inclusion, and accessibility. We strive to allow all individuals to grow and ensure the continuation of the SCA for generations to come.

Webminister Meet-and-Greet / Social

webministers, meetings, officers
Master Melchior zum grauen Wolf Atlantia 1 hour
Thu Aug 7 4:00 PM - 17:00 A&S 12

This is an unstructured opportunity to meet fellow spiders and web weavers. Come, join us, say hi, be geeky.

Writing Award Recommendations: What to Know

Lord Patrokles Athenaios Aethelmearc 1 hour
Fri Aug 1 2:00 PM - 15:00 A&S 12

If you've ever had a conversation with someone at an event and were shocked that they don't have an AoA, or other AoA-level award, grant level award, or even a peerage, and weren't sure what you could do about it, or where to begin, this class is for you. We cover writing award recommendations on all levels.

SCIENCES

Mos Teutonicus

Meuric Ap Gwillim Aethelmearc 4 hours
Tue Aug 5 9:00 AM - 13:00 Aethelmaerc Fire Pit
This class will cover the history, art, and science of *Mos Teutonicus* ("Boiling the Dead"). This class will take place over a period of several hours where I will demonstrate the act of *Mos Teutonicus* . Come and stay for the whole thing or pop in and out to check the progress.

ADHD/VAST in the SCA

neurodivergent, adhd, modern
THL Dunstan Bramblette Midrealm 1 hour
Wed Jul 30 10:00 AM - 11:00 A&S 3
Mon Aug 4 3:00 PM - 16:00 A&S 3
Whether you have suspected you may have it, are recently diagnosed, have friends with it in camp, or elsewhere in the Known World, spend an hour as we do a deep dive into what VAST/ADHD is all about.

Birds of Pennsic

birds, pennsic, science
Tristyn of Gryffyn's Keep Aethelmearc 1 hour
Tue Jul 29 7:00 AM - 08:00 Bog U
Mon Aug 4 7:00 AM - 08:00 Bog U
Do you ever wonder about the various bird life seen around the lake, the battlefields, and other areas of Pennsic? Join a naturalist who can show you various methods for identifying some of our most common avian fauna. From memory, to field guides, to utilizing the magic box we secretly keep in our bags, there's various identification methods!

Constellations and Crafts

astronomy, youth
Judith of Massam East 1 hour
Wed Jul 30 1:00 PM - 14:00 Youth University
Mon Aug 4 1:00 PM - 14:00 Youth University
Learn the constellations by hearing their legends and recreating their patterns in crafts. Join us for a cool and calm introduction to star lore.

Designing a Sundial with Geometric Construction

mathematics, geometry, drafting, sundial
Master Richard Wymarc Atlantia 2 hours
Tue Jul 29 12:00 PM - 14:00 A&S 8
Handouts Limit 20
Materials Limit 20
This class will introduce the student to basic techniques of geometric construction by walking them through designing a set of sundial faces using techniques from 16th-century references. The class will be done workbook-style and all tools will be provided.

Divination in the Age of Apollo

divination, magic, magick, greek
Dr Henry Best Midrealm 1 hour
Mon Aug 4 11:00 AM - 12:00 A&S 12
In Ancient Greece, Apollo enjoyed a monopoly on true oracular prophecy, revealing the will of the gods, but there were other divinatory methods available to the man in the street, with less accuracy but a much lower price. Some of these have only recently been reconstructed and translated from the archaeological record. We will learn about and test several of those systems, applying them to questions asked by the class.

Divination with Cards (Cartomancy)

divination, magic, magick, cards, tarot, wizardry
Dr Henry Best Midrealm 1 hour
Tue Aug 5 11:00 AM - 12:00 A&S 12
Divination with cards in period, starting with the lot books of the late Middle Ages and Renaissance, then on to direct use of playing cards and tarot. Theory and ethics of cartomancy. A practical system for reading cards will be taught. We will end class with a miraculous demonstration of the seer's art.

Divination: Scrying and Intuition

divination, magic, magick, wizardry
Dr Henry Best Midrealm 1 hour
Wed Aug 6 11:00 AM - 12:00 A&S 12
A speculative class on divination via access to your own subconscious intuition. We'll explore scrying methods

and ideomotor systems such as pendulums and dowsing. Learn to hack your own mind. You know more than you think you know. We will end class with a miraculous demonstration of the seer's art.

Divination: The Seven Forbidden Arts

divination, magic, magick, history, church history, dark arts, wizardry
Dr Henry Best Midrealm 1 hour
Sun Aug 3 11:00 AM - 12:00 A&S 12
In 1456, Hartlieb described 7 magical arts forbidden by Church Law: aeromancy, hydromancy, geomancy, pyromancy, chiromancy, scapulimancy, and necromancy. We will survey all 7, and try out a few of them. We will end class with a miraculous demonstration of necromancy, summoning a spirit to perform a task not achievable thru mortal means.

Equestrian Equipment from the Bayeux Tapestry

equestrian
Mistress Shishido Tora Gozen Aethelmearc 1.5 hours
Tue Aug 5 10:00 AM - 11:30 A&S 13
We'll examine the valuable information revealed in the Bayeux Tapestry on the types of equipment used on horses in the early period. We have few extant pieces from this time period, but the Tapestry provides a great deal of information on equestrian equipment used around the middle of the 11th century.

Evolution of Tack

equestrian, multiple cultures, leatherworking
Mistress Shishido Tora Gozen Aethelmearc 1.5 hours
Sun Aug 3 11:00 AM - 12:30 A&S 13
Focuses on how horse tack (or "furniture" which includes saddles, bridles, bits, etc.) has evolved through time from the Middle Ages to the present day. The emphasis will be on applying this knowledge to designing equestrian equipment for use in the SCA that is both historically accurate and safe.

Insects of Pennsic

insects, pennsic, nature
Tristyn of Gryffyn's Keep Aethelmearc 1 hour
Tue Jul 29 11:00 AM - 12:00 Bog U
Tue Aug 5 10:00 AM - 11:00 Bog U
Moths, butterflies, and beetles, oh my! Pennsic has so many intriguing insects and other crawling species that we can't help but notice. Join a naturalist to learn how to about some of the most common creatures and how to find them as well as identify them. We'll go over various identification methods from field identification, field guides, and resources available on the magic box that some of us secretly carry in our pockets.

Keeping Bees in the Knowne Worlde

gardens, multiple cultures, bees
THL Dunstan Bramblette Midrealm 1 hour
Fri Aug 1 10:00 AM - 11:00 House Raeburn : N16
Tue Aug 5 10:00 AM - 11:00 House Raeburn : N16
Get an idea of what is involved in keeping bees in the here and now. I'll walk you through a typical year.

Medieval Falconry: Sport, Science, and Society

science, history, society
Ms. Josephine of Flanders Aethelmearc 1 hour
Mon Aug 4 10:00 AM - 11:00 University Battlefield
Tue Aug 5 4:00 PM - 17:00 University Battlefield
Handouts Limit 1 \$1.00
Gain an understanding of the scientific adaptations that empower of birds of prey for a life of hunting. Throw in some history highlighting the importance of the sport of falconry during medieval times. Next (this is the fun part) take part in a falconry play that shows the social interactions of the people involved in a falconry hunt. It was written by the late Duncan Blackwater, Master Falconer.

Medieval Horse Equipment

equestrian
Mistress Shishido Tora Gozen Aethelmearc 1 hour
Mon Aug 4 9:00 AM - 10:00 A&S 7
We'll explore the variety of equipment used on horses in the medieval period, with an emphasis on research from

period sources. The discussion will focus on sources available for the researcher interested in making historically accurate equipment or the scholar seeking information on the subject. Different styles of barding will be discussed as well.

Natural Hair Dye: Henna and Beyond

multiple cultures, cosmetics, natural dyes, dyeing, hairstyling
THL Ghazalah al-Badriyyah East 1 hour
Fri Aug 1 10:00 AM - 11:00 A&S 6
Handouts Limit 10 \$1.00
Learn how to use period dye techniques and materials to make your hair red, black, brown, or just shinier, healthier, and longer than ever. We'll focus on henna but explore other herbs to color and protect hair naturally without dangerous chemicals.

Night Sky Over Pennsic

astronomy, family friendly
Judith of Massam East 1 hour
Wed Jul 30 9:00 PM - 22:00 University Point
Wed Aug 6 9:00 PM - 22:00 University Point
Come enjoy the night sky over Pennsic and learn to identify some classical constellations, weather permitting.

Oil Lamps Made Easy!

multiple cultures
Master Bedwyr Danwyn Aethelmearc 1 hour
Fri Aug 1 10:00 AM - 11:00 A&S 4
Mon Aug 4 10:00 AM - 11:00 A&S 4
Handouts Limit 50 \$3.00
Learn how period, safe and easy oil lamps are! Obtaining lamps, fuel and wicks are quite inexpensive and easy, but to burn oil lamps requires knowledge of some simple, but not-obvious, tricks. The focus of this class is on the "how to" of being able to light your Pennsic camp with a single bottle of common cooking oil.

Plantago Major: The Mother Plant

plants, nature, naturalist
Tristyn of Gryffyn's Keep Aethelmearc 1 hour
Wed Jul 30 1:00 PM - 14:00 A&S 3
Thu Aug 7 2:00 PM - 15:00 A&S 2
Whatever you call it: plantain, white man's footprint, waybread, ripple grass, etc. Plantago major is a seemingly innocuous weed. Despite its wildly common presence and its classification as a "weed" by most, this plant has unique chemical properties that make it useful to humans in so many ways, lending to its extensive use throughout human history. From early Saxon poems that may have been a medicinal recipe to Greek mythology to William Shakespeare this plant has embedded itself throughout history. Learn about its many uses and why it has made such an impact.

Safely Foraging Local Mushrooms

multiple cultures, food, folklore, a&s, science, cooking, forestry
THL Elsa Taliard Aethelmearc 2 hours
Wed Jul 30 11:00 AM - 13:00 A&S 2
Mon Aug 4 9:00 AM - 11:00 Bog U
Mon Aug 4 3:00 PM - 17:00 A&S 2
Handouts Limit 20 \$2.00
Several beginners' mushrooms will be taught. Some medicinal and toxic mushrooms as well. Focus will be on the local Western Pennsylvania area, although much of the information applies to the entire eastern half of the US. Wild mushroom petting zoo at end of class. **18+ Adults Only! Wild Mushrooms can be deadly. No one under 18 allowed.**

The Ship of Theseus and Other Medieval Conundra

ancient philosophy, bronze age
Tommaso Franceschi Midrealm 1.5 hours
Thu Jul 31 1:00 PM - 14:30 A&S 1
The question raised by the Ship of Theseus was described by in the 4th century by Plutarch in his *Parallel Lives* . In this roundtable discussion, we'll discuss that question and other similar ideas from the Bronze Age in both Europe and Asia. Some discussion of epistemology may be on topic as well, depending on the feelings of the group.

Using an Abacus

Baroness Gwenllŷen the Minstrel Midrealm 2 hours

Sat Aug 2 9:00 AM - 11:00 A&S 3

Materials Limit 10

Counting, adding and subtracting on an abacus. There will be abacus to practice with. Math is **fun**!!

Viking Navigation: How They Did It

arts & sciences, viking, norse, nautical

Master Bedwyr Danwyn Aethelmearc 1 hour

Fri Aug 1 3:00 PM - 16:00 Bog U

Mon Aug 4 3:00 PM - 16:00 Bog U

Despite the many books and device reproductions, we actually don't really know how the Vikings found their way across the North Atlantic. But, by considering artifacts, historical records, post-epoch techniques and modern knowledge, I present my opinions on how it could have been done. I will display full size reproduction devices and discuss workable solutions that employ the knowledge and technology available to the classic Viking seafarer.

Wildly Weedy Herbs

gardens, european, herbs

Magistra Jadwiga Zajackzowa East 1 hour

Tue Aug 5 9:00 AM - 10:00 A&S 13

Handouts Limit 30

Interested in learning how to spot some of the herbs known to our medieval and Renaissance forebears that have escaped and become weeds here? Were they weeds originally? How are they/were they used? We'll cover probably 20 herbal invaders. Instructor will strive to bring examples of most, if not all, plants to handle.

Women and Non-Binary Physicians, Midwives... - CCT

medicine, multiple cultures, european, health, midwife, healers, non-binary, womens history, courtesan college
Honourable Ciana Scholari di Polcenigo Northshield 1 hour

Wed Jul 30 1:00 PM - 14:00 A&S 1

Open discussion about pre-17th century women, non-binary, and non-gender conforming healers. A short list: Trota of Salerno, Hildegard of Bingen, Dorotea Bucca, Mercuriade, Joseph of Schonau, Rebecca de Guarna, Jacqueline Felice de Almania, Isabiau la Mergesse, Adelmota of Carrara, Loredana Marcello, Elinor Sneshell, Leoparda, Marcella. Please feel welcome to bring your favourite to discuss.

SCRIBAL ARTS

Ars Dictaminis : Art of Medieval Letter Writing

european

Lord William de Hirst Atlantia 1 hour

Sat Aug 2 10:00 AM - 11:00 A&S 8

Handouts Limit 25

Letter writing was the primary form of communication in period, but is a neglected art today. Rediscover the beauty and fun of letter writing from period sources. We'll look at the art of writing a proper letter, famous correspondence, and examples of everyday letters sent by people all across society. Plus, plenty of tips for writing your own letters!

Tempera Grassa (Fat Tempera)

illumination, european

Lady Dosalena della Mirandola No Kingdom 2 hours

Thu Aug 7 3:00 PM - 17:00 Guild Mirandola

Materials Limit 20 \$3.00 tools, pigments, materials

Tempera grassa is a water to oil-based emulsion paint using egg and oil together, used especially in the transition from pure yolk tempera to pure oil paint, and compatible with oil paint. This workshop will be a brief exploration of *tempera grassa* mixtures. Come play with eggs and oil!

A New Way of Drawing: Negative Space Drawings

drawing, art, arts, studio arts

Sazia de Sarro known as Dasani Midrealm 1 hour

Wed Jul 30 2:00 PM - 15:00 Aethelmearc 1

Fri Aug 1 12:00 PM - 13:00 Aethelmearc 2

Handouts Limit 15

Materials Limit 15 \$5.00 supplies for the class - laminating, drawing supplies, pencils etc.

Learn to use the drawing technique of using negative space to help create a drawing. This class is hands-on!

This class is part of a series of 5 classes, each addressing different techniques for drawing **plus** an overview/intro class.

Participating in all 5 is not a requirement to take this class!

A New Way to Draw: Four Techniques for Drawing

drawing, scribal arts, traditional arts, arts & sciences, studio arts

Sazia de Sarro known as Dasani Midrealm 1 hour

Wed Jul 30 12:00 PM - 13:00 Aethelmearc 1

Fri Aug 1 9:00 AM - 10:00 Aethelmearc 2

Materials Limit 15 \$5.00 supplies for the class - laminating, drawing supplies, etc.

This class is a brief intro to four different techniques for drawing:

- Sighting
- Drawing using Shapes
- Grid Drawing
- Negative Space Drawing

This class is part of a series of 5 Classes - each addressing, practicing, and utilizing different techniques for drawing **plus** an overview/intro class.

Participating in all 5 is not a requirement to take this class!

A New Way to Draw: Grid Drawing

drawing, arts, scribal arts, studio arts, arts & sciences

Sazia de Sarro known as Dasani Midrealm 1 hour

Wed Jul 30 1:00 PM - 14:00 Aethelmearc 1

Fri Aug 1 10:00 AM - 11:00 Aethelmearc 2

Handouts Limit 15

Materials Limit 15 \$5.00 supplies for the class - laminating, drawing supplies, etc.

Learn and use the drawing technique of Grid Drawing in order to aid in drawing for different art forms.

This class is part of a series of 5 classes - each addressing, practicing, and utilizing different techniques for drawing **plus** an overview/intro class.

Participating in all 5 is not a requirement to take this class!

A New Way to Draw: Sighting

drawing, studio arts, art, arts & sciences, scribal arts

Sazia de Sarro known as Dasani Midrealm 1 hour

Thu Jul 31 9:00 AM - 10:00 Aethelmearc 2

Fri Aug 1 11:00 AM - 12:00 Aethelmearc 2

Materials Limit 15 \$5.00 supplies for the class - laminating, drawing supplies, etc.

Learn and practice using the drawing technique of Sighting to help aid in rendering objects for different types of art.

This is a longer more expanded version from the earlier 4 Techniques class with more tips and tricks!

This class is part of a series of 5 classes - each addressing, practicing, and utilizing different techniques for drawing **plus** an overview/intro class.

Participating in all 5 is not a requirement to take this class!

A New Way to Draw: Using Shapes

drawing, art, arts, art & sciences, studio arts, illustration, scribal arts

Sazia de Sarro known as Dasani Midrealm 1 hour

Thu Jul 31 10:00 AM - 11:00 Aethelmearc 2

Sat Aug 2 1:00 PM - 14:00 Aethelmearc 2

Handouts Limit 15

Materials Limit 15 \$5.00 supplies for the class - laminating, drawing supplies, etc.

Learn and use the technique of drawing using shapes in order to help aid in drawing different objects for artwork.

This class is part of a series of 5 classes - each addressing, practicing, and utilizing different techniques for drawing **plus** an overview/intro class.

Participating in all 5 is not a requirement to take this class!

Dyeing Pergamenata to Replicate Dyed Manuscripts

Lady Margarette la Gantiere East 1 hour

Wed Jul 30 3:00 PM - 16:00 Aethelmearc 1

Tue Aug 5 12:00 PM - 13:00 Aethelmearc 2

Handouts Limit 20 \$1.00

Pergamenata is used widely in the SCA as a substitute for parchment. Unfortunately it can buckle badly when it gets wet, making the reproduction of dyed manuscripts like the black hours difficult.

In this class I will demonstrate how to dye pergamenata using inexpensive and readily available materials that allow it to stay perfectly flat. I will also discuss the use of dyed manuscripts in period by various cultures.

Class members will have the opportunity to dye a small piece of pergamenata, and if they bring painting or calligraphy supplies, will be able to experiment with painting and lettering on their sample.

Life Drawing in the Classical Tradition - CCT

Soo Yun Meridies 1 hour

Sat Aug 2 5:00 PM - 18:00 Courtesan College - B03

Explore the timeless art of drawing the human form through the lens of late-period European studios. This class offers guided instruction in figure drawing using a nude model, echoing the practices of Renaissance artists who studied anatomy to perfect their craft. Emphasis will be placed on proportion, gesture, and classical techniques suited to historical contexts. All skill levels welcome; respectful behavior and artistic intent are required. **Adults only (18+); no photography permitted.**

Adults Only! Will have nude or semi-nude model(s)

Making *Clothlets* for Painting

Lady Dosalena della Mirandola No Kingdom 1 hour

Tue Aug 5 10:00 AM - 11:00 Guild Mirandola

Materials Limit 15 \$10.00 linen, dyes, tools

Learn about the process of creating and storing delicate dye pigments in *clothlet* books, using a selection of natural dyes.

Period Pigments: Intro and Safety

illumination, multiple cultures

Lady Dosalena della Mirandola No Kingdom 1 hour

Sun Aug 3 4:00 PM - 17:00 Guild Mirandola

Materials Limit 15

Intro to period pigments and best practices to use them safely in your home and studio.

Quill Cutting

Lady Dosalena della Mirandola No Kingdom 1 hour

Sat Aug 2 4:00 PM - 17:00 Guild Mirandola

Wed Aug 6 10:00 AM - 11:00 Guild Mirandola

Handouts Limit 15 \$1.00

Materials Limit 15 \$5.00 feather+ tools to prep and cut quill

This workshop will cover the prep and cutting of a quill from feather to pen.

Still Life Drawing Salon

drawing, studio arts, art, arts & sciences, arts & crafts, traditional arts

Sazia de Sarro known as Dasani Midrealm 2 hours

Thu Jul 31 11:00 AM - 13:00 Aethelmearc 2

Sat Aug 2 2:00 PM - 16:00 Aethelmearc 2

Materials Limit 15 \$5.00 drawing paper, drawing materials

Working from the still life, students will have the opportunity to sit and draw using their own skills as well as the techniques learned during the four techniques of drawing series of classes.

There will be NO direct instruction during this time!

SPINNING

Afternoon with a Spinster

beginner, hands-on, drop spindle, distaff, spinning, fiber arts

Morwenna O Hurlihie East 3 hours

Tue Aug 5 2:00 PM - 17:00 Fiber Arts Pavillion - Atlantean Royal

The first hour will focus on how to spin on a spindle. The second hour will focus on drafting and distaff. The third hour will focus on preparing fiber to spin. Feel free to drop in (or out), ask other random spinning questions of someone with 40 years of experience spinning, or just come hang out and spin!

Asiatic Spinning

asiatic history, spinning
Fujiwara no Murasaki Midrealm 1 hour
Sun Aug 3 11:00 AM - 12:00 A&S 5
Thu Aug 7 12:00 PM - 13:00 A&S 13
Handouts Limit 25

Hopefully (fingers crossed!) basic information about the majority of regions in Asia, so that newcomers/SCAdians with newly Asiatic personas can learn about their fiber trade and art of choice in their desired region. This is not going to be all-inclusive, but will hopefully be a starting place for everyone interested. After we go over a broad overview of the Asiatic vs. European differences, we will play with some of the tools used in Asiatic cultures to get a feel for them, learn from each other how to use them, learn which ones we prefer, etc. Please note: this is intended as an intermediate spinning course. Beginning spinning techniques will be glossed over. Please have at least an understanding of parking and drafting.

But Is it Really Flax? A Tour of Bast Fibers

flax fiber, drop spindle, spinning
Mistress Fiadnata ó Gleann Álainn Midrealm 2 hours
Fri Aug 1 3:00 PM - 17:00 Fiber Arts Pavillion - Atlantean Royal
Mon Aug 4 11:00 AM - 13:00 Fiber Arts Pavillion - Atlantean Royal
Materials Limit 10 \$5.00 10 gram samples of 5 different bast fibers; drop spindles
Being able to distinguish between different fibers in textiles is an important point of concern in textile archaeology. Animal fibers are all easily identified, but bast fibers have always been difficult. Let's take a look at several of them and see what each is like and how well they spin on a drop spindle.

Drafting and Distaff

spinning
Morwenna O Hurlihie East 1 hour
Mon Aug 4 12:00 PM - 13:00 Bog U
Handouts Limit 8

How you treat your fiber will change what type of yarn you end up with. Come experiment with a distaff and discover how silly modern spinners are for not using one. Try out cards vs combs and see the different preparations they make. Try different drafting methods and see how yarns behave differently. **Attendees should know how to spin.** Spindle and fiber will be provided, but feel free to bring any spinning implement or fiber you may already possess.

Drafting and Distaff

spinning
Morwenna O Hurlihie East 1 hour
Wed Jul 30 9:00 AM - 10:00 A&S 5
Handouts Limit 8

How you treat your fiber will change what type of yarn you end up with. Come experiment with a distaff and discover how silly modern spinners are for not using one. Try different drafting methods and see how yarns behave differently. Attendees should know how to spin. Spindle and fiber will be provided, but feel free to bring any spinning implement or fiber you may already possess.

Drop Spinning 101

spinning, european, beginner
Mistress Catherine of Deva Midrealm 2 hours
Thu Jul 31 2:00 PM - 16:00 A&S 7
Tue Aug 5 1:00 PM - 15:00 A&S 8

Want to learn to drop spin or have had a hard time picking it up? Come and learn using a high whorl spindle. Spindles and wool will be provided. Spindles can be purchased for \$3.00.

Fleece-to-Piece Finish Line

fiber arts, drop spindle, weaving loom
Þróttakona Æsa Helgulfsdóttir Aethelmearc 3 hours
Wed Aug 6 9:00 AM - 12:00 Aethelmaerc Royal Camp

Fleece-to-Piece is a team-based sheep-to-shawl-style challenge. Teams will start with a fleece and try to work together to create a historically appropriate finished item by Wednesday morning of War Week. Incomplete items are welcome, as we are excited to see how far you are able to get by working together!

Fleece for the First-Timer

fiber arts
Þróttakona Æsa Helgulfsdóttir Aethelmearc 1 hour
Tue Aug 5 10:00 AM - 11:00 Fiber Arts Pavillion - Atlantean Royal

Thinking about getting a raw fleece? Already have one but quite not sure what to do with it? This class will walk you through things to watch out for when picking out a fleece, how to a skirt a fleece fresh off a sheep, and discussions on how to wash and prepare your fleece for combing or carding. Note: Students will be handling unwashed fiber, so please feel free to bring gloves if you are sensitive to lanolin.

Intro to Combing and Carding Fleece

fiber arts, fiber preparation
Þróttakona Æsa Helgulfsdóttir Aethelmearc 2 hours
Tue Aug 5 11:00 AM - 13:00 Fiber Arts Pavillion - Atlantean Royal

Hands-on class to learn hand-combing and carding raw fleece for spinning. I will supply both washed and unwashed fleece for students to try. **Adult only. Patient and attentive teens 14+ welcome with parental permission.** **Adults Only! Fiber combs are extremely sharp and will be in motion during this class. Participants need good awareness of themselves and others within the space. Patient and attentive teens 14+ welcome with parental permission.**

Learn to Spin

spinning
Morwenna O Hurlihie East 1 hour
Mon Aug 4 1:00 PM - 14:00 Bog U
Handouts Limit 10

Focusing on the park-and-draft method, we'll walk through the basics of how to spin wool into yarn. This is intended for people who have never spun before, or people who need a refresher for that spindle they bought three years ago and never quite figured out. We will focus on basic spinning techniques, not necessarily period techniques. Spindle and fiber will be provided, but feel free to bring any spinning implement or fiber you may already possess.

Learn to Spin

spinning
Morwenna O Hurlihie East 1 hour
Wed Jul 30 10:00 AM - 11:00 A&S 5
Handouts Limit 8

Focusing on the park-and-draft method, we'll walk through the basics of how to spin wool into yarn. This is intended for people who have never spun before, or people who need a refresher for that spindle they bought three years ago and never quite figured out. We will focus on basic spinning techniques, not necessarily period techniques. Spindle and fiber will be provided, but feel free to bring any spinning implement or fiber you may already possess.

Retrieving Retted Flax at Pennsic

spinning, fiber preparation
Mistress Fiadnata ó Gleann Álainn Midrealm 1 hour
Fri Aug 1 2:00 PM - 15:00 Fiber Arts Pavillion - Atlantean Royal
Thu Aug 7 4:00 PM - 17:00 Fiber Arts Pavillion - Atlantean Royal

Flax is one of the oldest fibers used by man to create thread for weaving, but how do they get the fibers *out* of the flax plants? Retting is the term used for the process of "rotting" the plant fiber enough to release the bast

fibers within the plants so they can be separated from the other plant material and used for spinning and weaving. We will be retrieving the bundle of flax we put in to rett in the creek near the Fiber Arts Pavilion.

Retting Flax at Pennsic

spinning, fiber preparation
Mistress Fiadnata ó Gleann Álainn Midrealm 1 hour
Tue Jul 29 2:00 PM - 15:00 Fiber Arts Pavillion - Atlantean Royal
Mon Aug 4 1:00 PM - 14:00 Fiber Arts Pavillion - Atlantean Royal

Flax is one of the oldest fibers used by man to create thread for weaving, but how do they get the fibers *out* of the flax plants? Retting is the term used for the process of "rotting" the plant fiber enough to release the bast fibers within the plants so they can be separated from the other plant material and used for spinning and weaving. We will be putting a bundle of flax to rett in the creek near the Fiber Arts Pavilion.

WEAVING

Baltic Pick-Up Inkle Weaving Basics

fiber arts, inkle weaving
Liana of Rivenwood East 2 hours
Sun Aug 3 10:00 AM - 12:00 Fiber Arts Pavillion - Atlantean Royal
Wed Aug 6 10:00 AM - 12:00 Fiber Arts Pavillion - Atlantean Royal
Handouts Limit 15

Baltic pick-up allows inkle weavers to create a wide variety of beautiful patterns with infinite possibilities. This class will be a hybrid of instruction and hands-on. Limited looms will be available for hands-on practice.

Basketry 101: Market Basket

wood, basketry, basketweaving
Elektra of Sylvan Glen Aethelmearc 4 hours
Wed Aug 6 8:00 AM - 12:00 A&S 11
Materials Limit 15 \$30.00 Oak D handle, dyed basket reed, plain basket reed, rim filler, tool usage and handouts

Weave a market basket, bring scissors to cut reed and an old towel. We will be getting wet. No experience necessary. Children under 16 must have an adult with them to assist.

Beginning Central Asian Rug Weaving

rug weaving, tapestry, soumak
Mistress Virag Qarabay Calontir 1.5 hours
Mon Aug 4 1:00 PM - 14:30 Black Mountain, Booth 86
Handouts Limit 10 \$1.00
Materials Limit 10

Students will learn basic rug weaving techniques thru hands-on practice such as *soumak* and slit tapestry to be able to create their own rugs. **18+ Adults Only! Brain injury.**

Card Weaving Basics

fiber arts, card weaving, tablet weaving
Baron Egill the Loomwright No Kingdom 1.5 hours
Thu Jul 31 9:00 AM - 10:30 Pine Box Traders
Mon Aug 4 1:00 PM - 14:30 Pine Box Traders
Materials Limit 5 \$10.00 cards, string, & instructions
Using the continuous warping method, you will warp the loom and weave a small strap or trim piece on our mini-card loom. Classroom loaner looms provided. Class limited to 5 looms. Fee covers string, cards, and instructions; take your work home with you.

Exploring the Bow Loom: Walk Around Weaving

weaving loom, 12th century card weaving, 12th century, latvia
Mistress Rhiannon y Bwa Aethelmearc 1 hour
Thu Jul 31 11:00 AM - 12:00 Bog U
Handouts Limit 10 \$1.00
Teacher will demo making a bow loom (In Latvian instructions "Stick Beam") to produce narrow patterned bands in wool or wool/linen using cards or pickup methods. These bow looms can be found in several countries. Check out Durham Weaver/Susan Foulkes online sources. Teacher encountered them in a Swedish Carl Larsson painting and sourced instructions from a Latvian weaver friend and her Latvian historic sources.

These looms work best with narrow bands. Latvian archaeological bands date back to the 12th century using card weaving which seems to have transitioned to pick-up weaves after the 1600s. A surviving bow loom was found in a peasant cottage context and preserved in 1928. The setup of a bow loom requires no special material. All natural materials. Hands-on if the class is small.

Family Stick Weaving

weaving, family friendly
Baron Egill the Loomwright No Kingdom 1 hour
Sat Aug 2 10:00 AM - 11:00 Pine Box Traders
Tue Aug 5 12:00 PM - 13:00 Pine Box Traders
Materials Limit 15 \$7.00 Sticks, string, & instructions

Family-oriented stick weaving is a simple, weft-based weaving method that is great for making belts and straps. It is able to be upgraded to make everything from shawls to rugs. Fee covers sticks and string; take your work home with you. Youth welcome with parent or guardian.

Inkle Weaving Basics

weaving, inkle weaving
Baron Egill the Loomwright No Kingdom 1 hour
Sun Aug 3 1:00 PM - 14:00 Pine Box Traders
Tue Aug 5 3:00 PM - 16:00 Pine Box Traders
Materials Limit 10 \$7.00 weaving materials, string, & instructions

Using the continuous warping method, you will warp the loom and weave an inkle strip. Classroom loaner looms provided. Class limited to 10 looms.

Inkle Weaving: Pattern Design

weaving
Lady Katla of Viborg East 1 hour
Thu Jul 31 1:00 PM - 14:00 Fiber Arts Pavillion - Atlantean Royal
Handouts Limit 10
Inkle weaving is used to craft bands of trim or tapes which can be used for a variety of purposes. This class will focus on common motifs used in complex inkle patterns and how to pattern those motifs. We will also touch on how to reverse engineer a pattern from an existing piece of inkle trim.

Inkle Weaving: Warping Your Loom

weaving
Lady Katla of Viborg East 2 hours
Thu Jul 31 2:00 PM - 16:00 Fiber Arts Pavillion - Atlantean Royal
Handouts Limit 10
Inkle weaving is used to craft bands of trim or tapes which can be used for a variety of purposes. This class will focus on modern inkle loom anatomy, pattern reading, loom setup, and how to weave an inkle band. Looms will not be provided. Please bring a loom if you want to set up a warp during the class. Crochet cotton will be available on a first-come, first-served basis.

Introduction to Tablet Weaving

beginner, introduction, intro, hands on, crafts, fiber arts, card weaving, tablet weaving, weaving
Mistress Ciara McRobbie East 1 hour
Fri Aug 1 11:00 AM - 12:00 A&S 3
Thu Aug 7 11:00 AM - 12:00 A&S 3
Materials Limit 10 \$5.00 Cards, cotton thread, carabiner clip
Hands-on class where students will learn how to read a pattern, thread cards to follow the pattern, and how to turn the cards to create the design.

Loom-Woven Pouch

weaving
Baron Egill the Loomwright No Kingdom 1.5 hours
Sat Aug 2 4:00 PM - 17:30 Pine Box Traders
Tue Aug 5 10:00 AM - 11:30 Pine Box Traders
Thu Aug 7 2:00 PM - 15:30 Pine Box Traders
Materials Limit 10 \$13.00 loom, string, & instructions
Create a tabby-woven pouch on a one-piece loom. Class limited to 10 looms.

Make-and-Take Yarn Hat or Scarf

weaving loom
Laura East 1 hour
Sun Aug 3 12:00 PM - 13:00 Teen University
Materials Limit 20 \$6.00 Yarn and loom
Use a small loom to make a yarn hat or scarf.

Rake Peg Loom Basics

weaving
Baron Egill the Loomwright No Kingdom 1.5 hours
Fri Aug 1 4:00 PM - 17:30 Pine Box Traders
Mon Aug 4 10:00 AM - 11:30 Pine Box Traders
Wed Aug 6 12:00 PM - 13:30 Pine Box Traders
Materials Limit 10 \$25.00 loom, yarn & instructions
The tabletop rake peg loom, also known as a rake loom, is a step up from stick weaving. The base allows you to do a wider piece. Class limited to 10 looms.

Stick Weaving

weaving
Baron Egill the Loomwright No Kingdom 1 hour
Sat Aug 2 12:00 PM - 13:00 Pine Box Traders
Sun Aug 3 4:00 PM - 17:00 Pine Box Traders
Materials Limit 15 \$7.00 Sticks, string, & instructions
Stick weaving is a simple, weft-based weaving method. Great for making belts and straps. Upgradable to make everything from shawls to rugs. Sticks and string provided; take your work home with you.

Tablet Weaving Basics

tablet weaving, card weaving, weaving
THL Sunnifa Gunnarsdottir Midrealm 1 hour
Sun Aug 3 1:00 PM - 14:00 A&S 7
Materials Limit 15 \$5.00 tablets, yarn, cardboard shuttle & weft beater
This is a hands-on class to teach you how to set up and weave with tablets. We will cover threading the tablets, getting the warp threads tensioned evenly, and turning the tablets to create basic patterns while weaving. Students will leave with a tablet weaving in progress that they can finish at home. Kit with tablets and yarn to weave will be available for \$5. Students can also bring their own tablet weaving supplies.

Tablet Weaving: No Loom? No Problem!

tablet weaving, card weaving, weaving
THL Sunnifa Gunnarsdottir Midrealm 1 hour
Wed Aug 6 12:00 PM - 13:00 A&S 8
This class will discuss how to get started in tablet weaving without a large start-up cost. We will look at ways to use backstraps, belts, clamps, and furniture to hold the threads while weaving. We will also discuss ways to make starter looms from wood, PVC, or metal pipe.

Tapestry Frame Weaving Basics

weaving
Baron Egill the Loomwright No Kingdom 1.5 hours
Fri Aug 1 10:00 AM - 11:30 Pine Box Traders
Mon Aug 4 4:00 PM - 17:30 Pine Box Traders
Thu Aug 7 11:00 AM - 12:30 Pine Box Traders
Materials Limit 8 \$25.00 loom, accessories, yarn & instructions
A simple introduction to frame weaving such as tapestry, etc. Class limited to 10 looms. Loom, accessories, yarn and instructions included in class.

Twine Woven Bags

native american, weaving, twining
Mistress Constance Glyn Dwr Aethelmearc 3 hours
Sat Aug 2 11:00 AM - 14:00 A&S 3
Handouts Limit 15 \$3.00
Materials Limit 8 \$15.00 Frame per person \$9
Jute/HempTwine per person \$6
Learn open-weft twining - an ancient weaving technique for clothing, bags, and other items - to make a panel bag. Hands-on, make-and-take class. Strings of twisted cordage are used to twine the structure of the bags, both the warp and weft. Class includes frame and twine to get you started.

WOODWORKING

How to Carve a Viking Duck

Master Nigel leHaie Midrealm 1 hour
Thu Jul 31 1:00 PM - 14:00 A&S 12
Tue Aug 5 1:00 PM - 14:00 A&S 12
Spend a pleasant hour learning how to carve a toy Viking duck out of wood, similar to one found in the Birka dig. All materials and tools will be provided. There is no cost for this class. **You must be at least 14 to take this class.** It involves a very sharp and pointy knife. You must have your mother's or wife's permission to take this class. Bandages will be provided.
Adults Only! Very sharp tools

How to Make Period Furniture that Packs Flat

wood, european
Lady Merswynd of Caudor Atlantia 1 hour
Thu Jul 31 9:00 AM - 10:00 A&S 12
Sat Aug 2 1:00 PM - 14:00 A&S 12
Handouts Limit 16 \$5.00
Learn how to make medieval-style beds, tables, and cooler chests that pack flat for travel and snap together in minutes. Requires a beginner's level of skill and simple tools.

Making a "Glastonbury Lite" Chair

persona, other
Baron Erick der Rotnacken Midrealm 1.5 hours
Thu Jul 31 2:00 PM - 15:30 A&S 12
Handouts Limit 20
Tired of cheap folding chairs? Learn some tips and techniques to make a Glastonbury chair that folds flat, looks period, doesn't require pins or pegs, and holds at least 300 pounds.

Period Portable Furniture You Can Make

wood, european
Master Cariadoc West 1 hour
Wed Jul 30 12:00 PM - 13:00 Enchanted Ground - W09
Chairs, tables, and a bed, all based on period designs. At least one chair, one table, and the bed are simple enough so that someone with only basic tools and no expertise should be able to make them.

